THE OFFICIAL SEGA SATURN MAGAZINE

SEGA SATURN MAGAZINE

ISSUE 13
NOV 96

SEGA No.1 FOR SATURN

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DAYTONA CHAMPIONSHIP CIRCUIT EDITION

Gentlemen Start Your Engines!

TOMB RAIDER

First Review Inside!

The Exclusive Review!

Street Fighter Alpha 2

Capcom Sequel Comes Out Fighting!

PLUS! FIGHTING VIPERS: AM2 INTERVIEWED VIRTUAL ON DARK SAVIOUR HEXEN SEGA TOURING CAR CHAMPIONSHIP VIRTUA FIGHTER 3 SCORCHER ULTIMATE EXHUMED TIPS




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36 STREET FIGHTER ALPHA 2
The legendary Street Fighter crew returns once more and Sega Saturn Magazine are first on the case as usual. In this in-depth showcase we introduce all of the new characters, reveal some of the latest moves and prepare you for combat.



COMING SOON

14 VIRTUAL ON
Robots – we love 'em at Sega Saturn Magazine, especially when they're involved in creating manifold destruction. In Virtual On they do just that, so check out our four pages of coverage on these giant mech warriors.

18 REAL BOUT FATAL FURY
Strange how things happen really isn't it? After waiting ages for Doom to arrive on the Saturn, up pops Hexen just behind it. A bit like buses really. Anyway, Sega Saturn Magazine gives you a taste of this id classic.

22 DARK SAVIOUR
With this epic RPG now complete, Saturn Mag enters 'Jailers Island' with a view to finding a way out again. See how we get on with this much touted 3D adventure game.

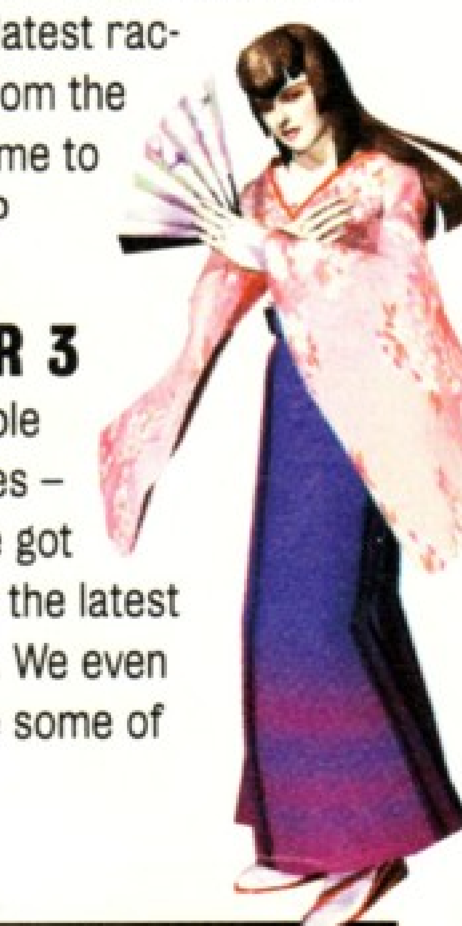


COIN -OPERATED

82 STREET FIGHTER VERSUS X-MEN
Capcom's latest coin-op is a combination of two of its legendary beat 'em ups, and it's looking absolutely awesome. At long last we get the chance to discover who is the hardest: the Street Fighters or the X-Men. Cool.

86 SEGA TOURING CAR CHAMPIONSHIP
Exclusively revealed in last months issue, we take a closer look at the latest racing game to issue forth from the AM stables. Is this the game to steal Sega Rally's mantle?

88 VIRTUA FIGHTER 3
For those with an insatiable appetite for fighting games – all of us probably – we've got six pages of coverage on the latest Virtua Fighter instalment. We even show you how to execute some of the new moves on offer!



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Because Fighting Vipers is so ace, Sega Saturn Magazine wanted to know more. And being the investigative souls we are, we sought out Hiroshi Kataoka, AM2's big cheese for an interview.

60 DAYTONA USA (CC EDITION)
After we brought you exclusive shots of the much awaited Daytona sequel last month, we thought we ought to keep you all happy with some more coverage. So here it is!

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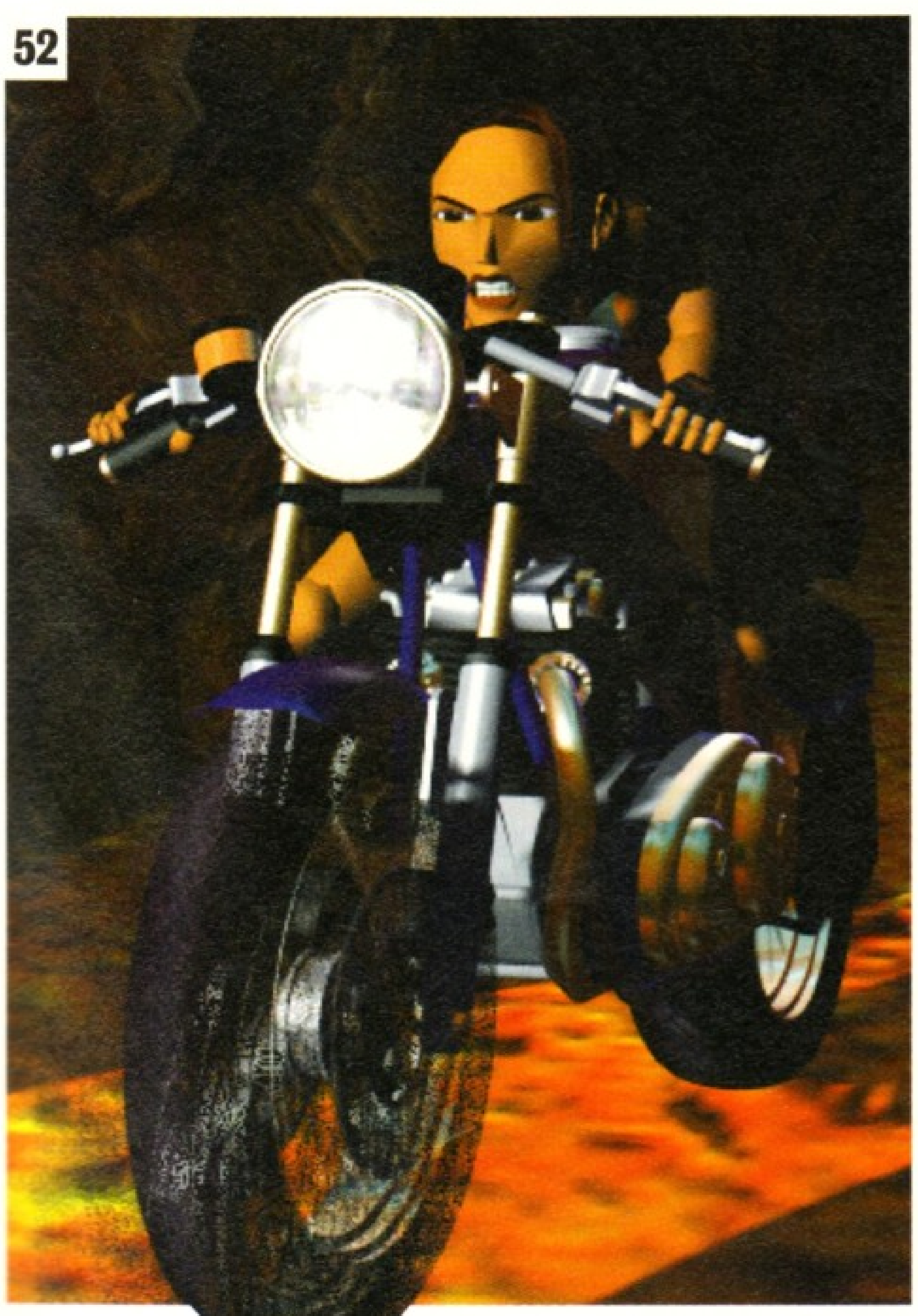
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78 EXHUMED PLAYERS GUIDE

NEWS

You just can't beat a bit of Masters' coverage can you? Well, in our pursuit of the ultimate Saturn gaming magazine experience, we present this latest issue for your perusal. However, rather than reel off what sections of the mag I'm particular happy with this month, I've decided instead to make a statement about Exhumed, the 3D Doom clone OUT NOW on Saturn. Well, as a PC owner and a big Quake fan I just have to say that I am mightily impressed with what the Saturn is achieving with this game. Quite frankly, it's brilliant. The 3D is incredibly fast, but it's the design of the game that makes it so great - you won't find a more cunningly crafted adventure on Saturn. Or PC for that matter. I've had a disturbing amount of mail from people who are ready to pass up Exhumed and get Doom instead because they "don't like the look of it". Well, GET YOUR EYES TESTED. Exhumed looks - and plays - absolutely briiiiilliantly. Go out now. Buy it. Make it a top seller. Then perhaps GT Interactive will see sense and get Lobotomy (Exhumed's creators) to do Saturn Quake...

Excelsior!!

Richard Leadbetter, Editor



Call The Cops!

Virtua Cop 2 Is Almost Here!



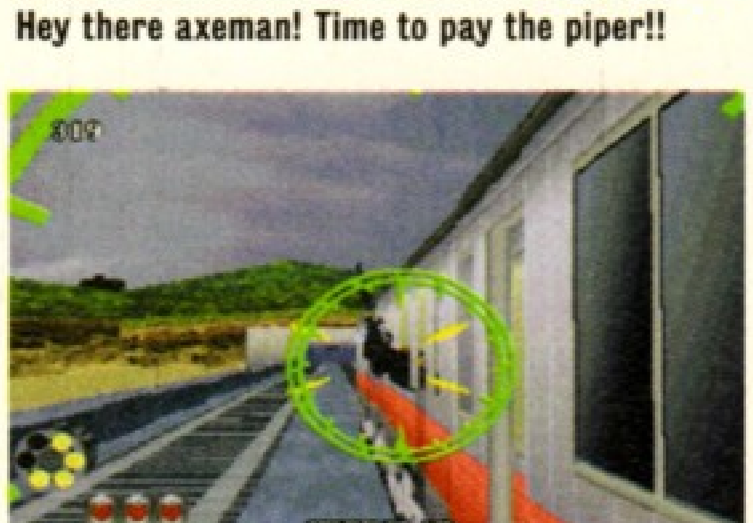


On your knees scumbag! The party's over!



Hey there axeman! Time to pay the piper!!





Anyone who's been playing Virtua Cop 2 in the arcades could tell you just how sexy this shoot 'em up sequel looks. Now with the game nearing completion, we at SEGA SATURN MAGAZINE have been given exclusive access to the third and final episode in the game. Needless to say, it's looking awesome.

In Issue #11 we revealed screenshots from the first two stages in Virtua Cop 2. Everyone agreed that they looked almost identical to the arcade, and this is equally true of the third and final stage in the game. Having pursued the nefarious gang of hoodlums across town, everywhere from the shipyard to a car chase around the city's streets, the action now centres on the underground and the final attempt to follow the gun-totting crims to their hideout.



NOTES FROM THE UNDERGROUND

File 3, the 'Rail Line Shoot Out', begins with our budding Dirty Harry types moving tentatively down the stairs while enemies pop out from behind walls in ever increasing numbers. Once the ticket barrier has been negotiated and the platform cleared of unwanted scum, it's onto the train itself for a crazy ride to the gangs lair. Fortunately all this shooting doesn't take place in the rush hour. If it did there'd be thousands of dead stockbrokers, secretaries and accountants slumped over seats, and lots of bloodstained newspapers and briefcases. Instead, you've got to contend with gang members popping up from behind seats, occasionally with an arm tightly held about the neck of an unfortunate commuter-come-hostage.

OVERGROUND ON THE UNDERGROUND

The action on the tube (or the subway as Americans call it) gets all the more tense when the constant shot-for-shot mayhem moves onto the roof of the train. Enemies raise their soon-to-be-mush heads between the carriages while you go racing towards the station. There's also plenty of hanging out of the side windows of the train, your foes flinging their guns despairingly as they take a bullet to



the chest! Once you come crawling into the station the action continues on the platform. There was some speculation as to whether Sega would include all the detail from the arcades, but as the action on the train shows, there were never any doubt as far as Sega's AM department were concerned.

GO AHEAD PUNK! SHOW ME THE WAY

After all the thrills of the train ride, it's a matter of following the gang to their hideout. This involves travelling along inconspicuous grey corridors while the underworlds finest come crashing down through the ceiling and the like. There are some really nice touches – like bullet holes left in the wall when you miss – which mark VC2 out as not only more detailed than its predecessor but the ultimate shooting game on any console. Unfortunately we can tell you little more than this about the final scenes because, after all, we don't want to spoil the surprise.

JUSTICE IS DONE

Just like the original Virtua Cop, there's plenty of different bonuses afoot. You'll witness the return of the 'Justice Shot' which awards you with extra points if you do the decent thing and shoot enemies in the hand holding their weapon, rather than mow them down in an indignant wrath. Obviously this means there's more room to work on your accuracy, and rack up the points of course. Just like Virtua Cop, maximising your score opens up further options, even when you've clocked the game. There's a huge amount of secret modes and such to uncover, but we've been sworn to secrecy. What we will say though is that they are well worth uncovering! That's all on Virtua Cop 2 for now, but know this all you Saturn faithful out there – next month we're really going to be going to town on the game with extensive coverage of each and every aspect of this ultimate trigger happy extravaganza.





I had him in my sights. He was kneeling just behind a car, aiming real hard. I knew I only had the one bullet left. If I missed...I brushed that idea off. When you do my kind of job it 'aint good to think like that too much. So I just looked up, smiled, and pulled the trigger. His body slumped like a sack of old clothes onto the sidewalk. I didn't feel bad. It was a simple choice; him or me. Not me, not today.



Those hoodlum types pop out of just about everywhere so keep 'em peeled 'Peelers'.





ESP

Nine of Japan's greatest independent software developers have joined together to form a powerful games cartel known as ESP (Entertainment Software Publishing). The companies in question are: Game Arts, Treasure, Quintet, CSK, Sting, Japan Art Media, Neverland, Onion EGG and Bits Laboratory. Most of the games planned for release seem to be RPGs, with Game Arts' awesome-looking Grandia (page 98) first up for release. Treasure are working on an action game whilst Quintet have a racing game in development.

SEGA AGES IN ONE AGE

It's confirmed. The Sega Ages collection in Japan will be bundled together and released all on one CD in Europe! That means you get Space Harrier, Afterburner and OutRun all on one CD. The games are also compatible with the NiGHTS analogue controller. OutRun in particular benefits from this quite substantially. Speaking of which, OutRun also includes a conversion of the Japanese version of the arcade game which has the stages in a different order. For OutRun alone, this CD is well worth the asking price. It should be available in the UK around Christmas time. January latest. Now that these games are out, speculation is rife about which games are coming next in the series. Power Drift, Galaxy Force and Alien Syndrome are the fancied choices at this time.

TWIX BUDDIES

DON'T FORGET! The Emap Images/ TWIX "Junior Gameplayer of the Year" Challenge is taking place at the Virgin MegaStore in Oxford Street at 2:30pm on November 2, 1996! Remember – as it said in last month's issue "just because you're not very good at traipsing around the shops on a Saturday afternoon doesn't mean you're not a winner!". Well, if you're happening to be traipsing around the Megastore on the Saturday afternoon in question you could well end up with a year's supply of games and tons of Twix bars too! But only if you sent in that coupon last month and proved your prowess at NiGHTS! Seriously though, it's going to be a big event. TV coverage and everything. So get your ass down there.



COCK UP CORNER

In our Street Fighter Alpha 2 Showcase, the personal data on each character shows buttons to press in order to choose the fighter's colours. In the Saturn version, each button has a different colour and whilst the information given is spot on for the coin-op, it's slightly different on Saturn. Apologies. D'oh. Etcetera.

HMV CHARTS

Week ending September 27th.

HMV KNOW HMV · KNOW GAMES

If you would like to see your chart features, send in your top ten to READER CHARTS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Anyone who has their charts printed will receive a game for their troubles!

	HMV CHARTS		SATURN MAGAZINE CHARTS		READER CHARTS
1	Exhumed	1	Exhumed	1	NiGHTS
2	NiGHTS	2	Fighting Vipers	2	Exhumed
3	Alien Trilogy	3	Street Fighter Alpha 2	3	Sega Worldwide Soccer '97
4	Athlete Kings	4	Tomb Raider	4	Baku Baku Animal
5	Bubble Bobble Pack	5	Virtual On	5	Guardian Heroes
6	Bust a Move 2	6	Sega Worldwide Soccer '97	6	Virtua Cop
7	NBA Action	7	NiGHTS	7	Gun Griffon
8	Destruction Derby	8	Dark Saviour	8	Athlete Kings
9	Virtua Cop	9	OutRun	9	Panzer Dragoon Zwei
10	Legend of Thor	10	Bomberman	10	WipEout

Nathan Codling of Colchester, a game is winging its way to you!



BREAK POINT

Tennis games have had a habit of being rather spineless affairs on the Saturn. Hopefully all of this is about to change with the release of Break Point, Ocean's forey into the world of well-shaved lawns and consistent British failure. The game features four court variations, including a tarmac court situated besides a hotel and picturesque beach. Up to four players can compete at any one time (playing doubles obviously) and a mixture of international players to choose from. We'll have a lovely preview next month.



NO CRIMEWAVE YET

In Issue #11 we previewed a game called Crime Wars, published by Eidos Interactive. It's essentially a driving game viewed from an isometric perspective, with a dose of shoot 'em up action thrown in. The curious among you may be wandering what's happened to it, seeing as its release date was originally set for September. Well, since then it's been renamed Crimewave, and because programmers are perfectionists, they've delayed its release until 20th November to tweak it a bit here and there. So with any luck we should have a review in next month's issue.







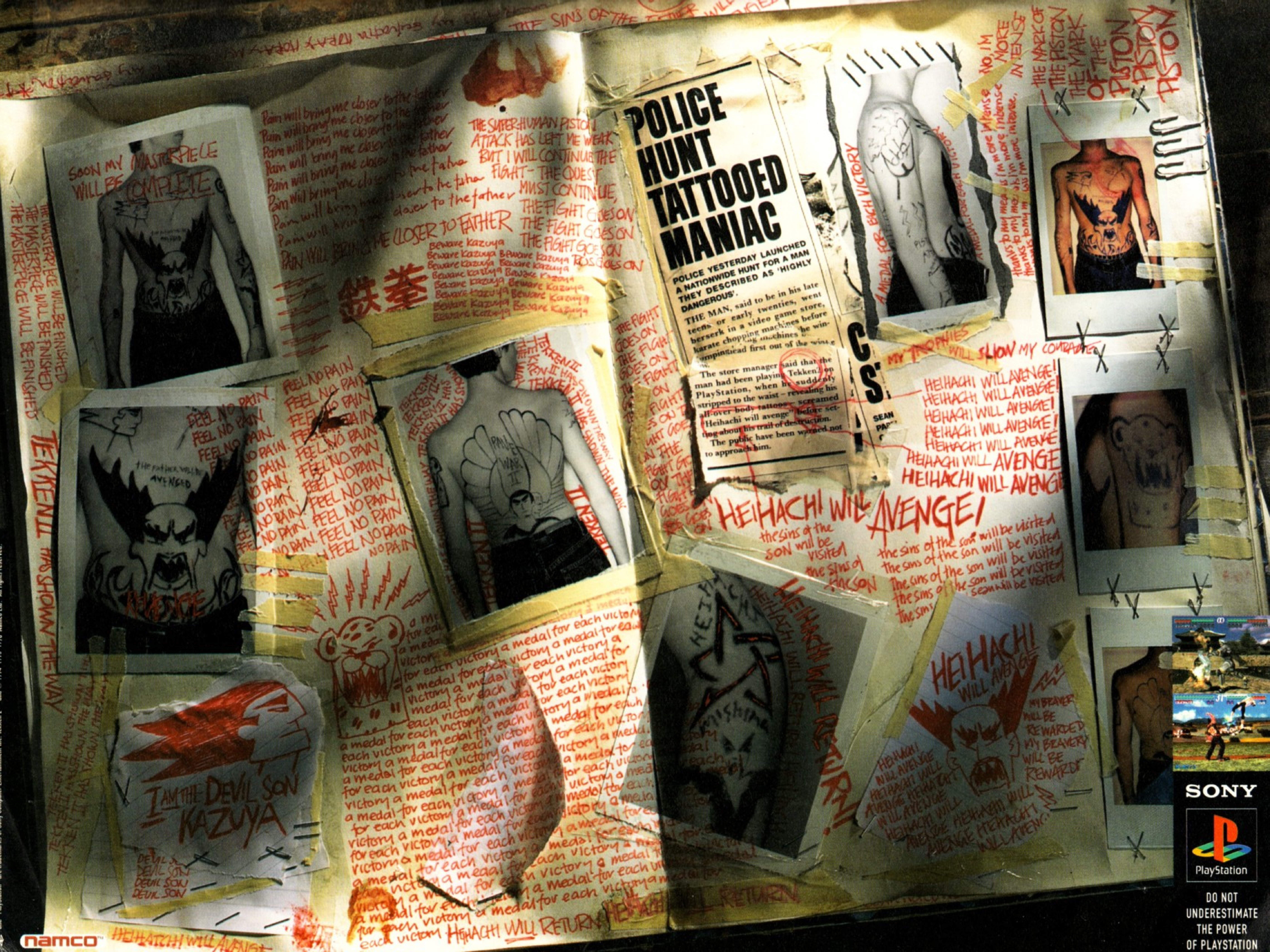


DRAMATIC RALLY TIME ATTACK RESULTS! ONLY 0.03 secs BETWEEN FIRST AND SECOND!

SEGA SATURN MAGAZINE SEGA TIME ATTACK 1996 SEGA RALLY TIME ATTACK COMPETITION

Not since the infamous Black Sox match-throwing scandal rocked the American baseball scene in the fifties (or whenever) has any contest inspired such twists of controversy. The final Sega Rally Time Attack results have been plagued with difficulty. Our first winners, you may recall, were disqualified, having misread the rules for entry. So it was we scoured the top ten (and below) for other likely candidates, requesting their video evidence RIGHT NOW VERY QUICKLY. Of those entrants who replied, we were happy to see their corking times. Those that didn't write back, we figure, had fibbed to us and feared being found out or they'd moved abroad.

As if this wasn't enough, the final final results couldn't have been much closer. There was only THREE HUNDREDTHS of a second separating first and second place! Leigh Stevenson of Alverthorpe, Wakefield is the lucky winner with a time of 2.53.54, whilst unlucky John Tibbot of Leicester comes in a close second with 2.53.57! Even more unlucky is Darran Ware, whose time of 2.53.58 was decalred void because it comes for exactly the same address as Leigh's entry. So the spawny third placer is Ian McKenzie of Paisley, who walks away with an exclusive Sega Rally jacket and Sega T-shirt. Our top two both receive this prize, along with TEN Saturn games for John and a YEAR'S SUPPLY of free games for Leigh. Well done, everyone, even if you didn't win a prize. Or get the rules right, for that matter.



POLICE HUNT TATTOOED MANIAC
POLICE YESTERDAY LAUNCHED A NATIONWIDE HUNT FOR A MAN THEY DESCRIBED AS 'HIGHLY DANGEROUS'.
THE MAN, said to be in his late teens or early twenties, went berserk in a video game store, karate chopping machines before ... first out of the ...
The store manager said that the man had been playing Tekken2 on PlayStation, when he suddenly stripped to the waist – revealing his all-over body tattoos – screamed 'Heihachi will avenge' before setting about his trail of destruction.
The public have been warned not to approach him.
SOON MY MASTERPIECE WILL BE COMPLETE
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
THE MASTERPIECE WILL BE FINISHED
Pain will bring me closer to the father
THE SUPER-HUMAN PISTON ATTACK HAS LEFT ME WEAK BUT I WILL CONTINUE THE FIGHT - THE QUEST MUST CONTINUE,
PAIN WILL BRING ME CLOSER TO FATHER
THE FIGHT GOES ON
Beware Kazuya
鉄拳
FEEL NO PAIN
TEKKEN II HAS SHOWN THE WAY
A MEDAL FOR EACH VICTORY
NO, I'M MORE INTENSE
THE MARK OF THE PISTON
MY TROPHIES WILL SHOW MY COURAGE
HEIHACHI WILL AVENGE!
the sins of the son will be visited
HEIHACHI WILL RETURN!
I AM THE DEVIL SON KAZUYA
DEVIL SON
MY BRAVERY WILL BE REWARDED
a medal for each victory
HEIHACHI WILL RETURN
namco
SONY
PlayStation
DO NOT UNDERESTIMATE THE POWER OF PLAYSTATION

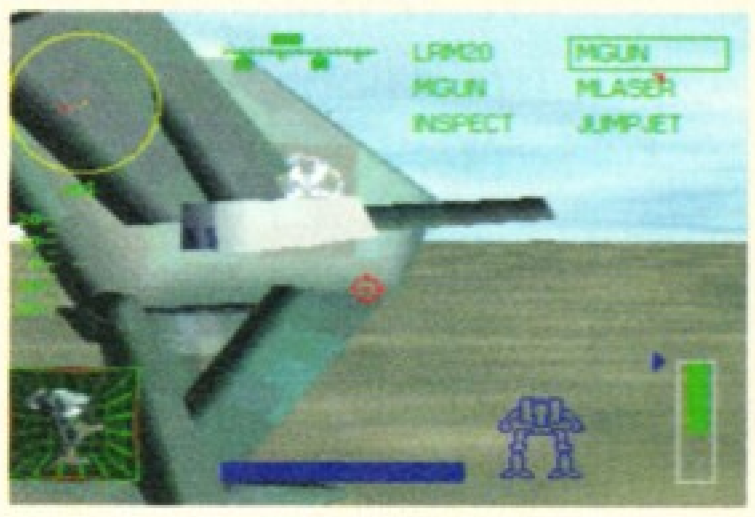
NEWS

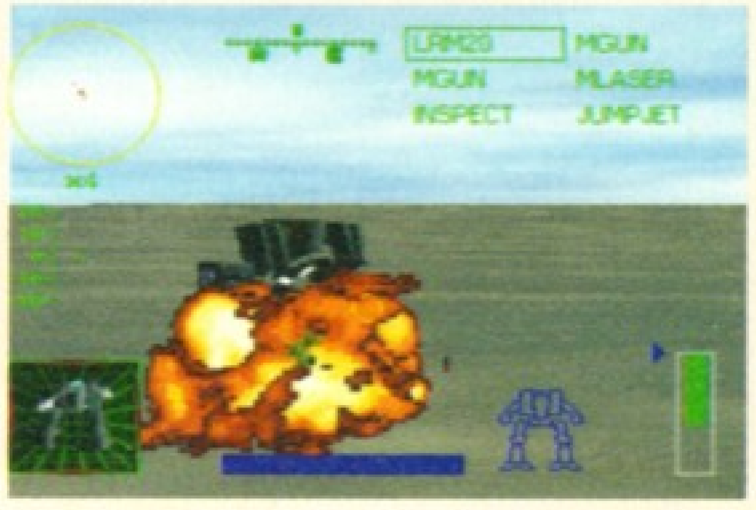


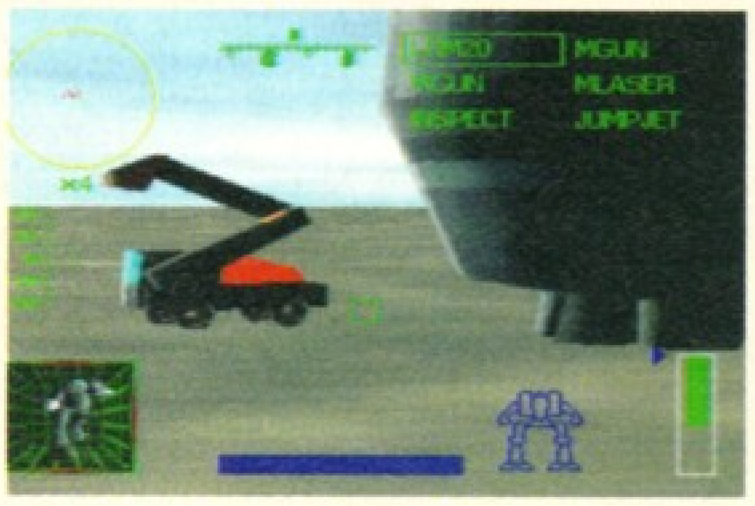
ACTIVISION PREPARE MECHWARRIOR

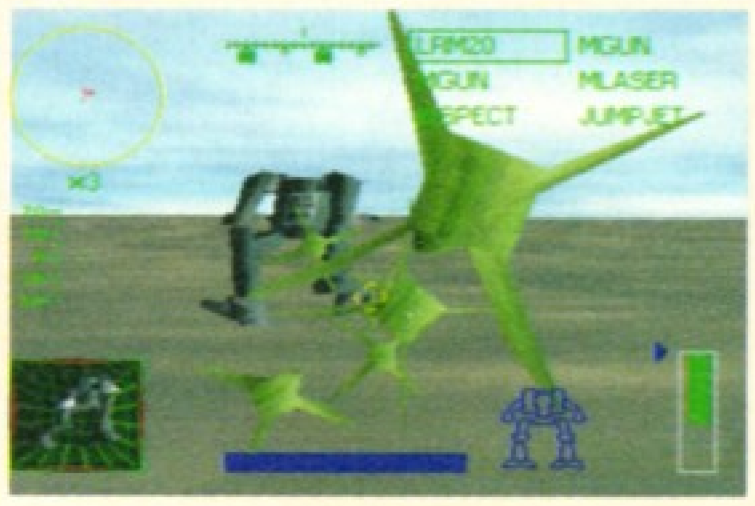
One of the best robot blast 'em ups to grace the PC EVER is Activision's brilliant MechWarrior II. That being the case we're quite pleased to announce that the company is intent on bringing the game onto the Saturn and we've been lucky enough to catch a glimpse of the first playable code of the game.

If you've recently been reprieved from an exile in another dimension, you won't know about this brilliant first person perspective shooter. And to be honest we don't know much it either, mostly because conceptually, this is going to be quite a bit different from the PC original with the emphasis more on action than simulation. Still, it should be a good game what with the MechWarrior pedigree and all of that, so expect more meaty coverage in a forthcoming issue of this fine magazine.



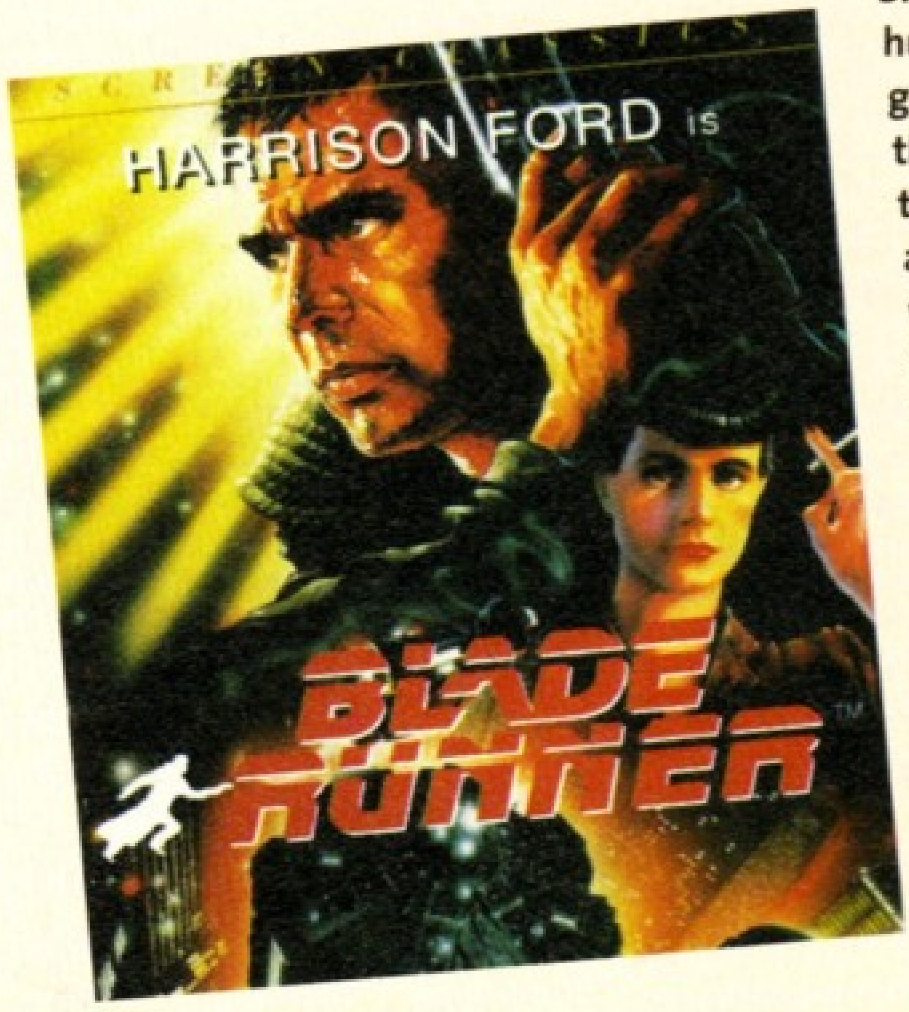






HERE COME THE VIDEOS!

This video blag is become a bit of a regular feature these days but who's complaining eh? Especially not you not when we've got five sets of three top videos to give away. First among them is without doubt one of the greatest films of all-time; Blade Runner. This ace future-noir flick is part of a Screen Classics collection from Warner Home Video. Directed by Ridley Scott and starring Harrison Ford, it focuses on a bleak future where androids and humans are becoming almost indistinguishable. The effects are amazing, the atmosphere overwhelming and the action nail-bitting. A must for anybody. To go with this classic, we're also throwing in two videos from Warner's Beyond Vision range; volume 6 of the new Outer Limits series and volume 16 of Babylon 5 which features 'All Alone in the Night' and 'Acts of Sacrifice'. If you want to get hold of this 'trio with the brio', simply send your entries to THESE VIDEOS MUST BE MINE!, SEGA SATURN MAGAZINE, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The competition closes on November 20th.



BLOCKBUSTER CHARTS



TOP TEN VIDEO GAMES

1	ALIEN TRILOGY ➡
2	DESTRUCTION DERBY
3	ULTIMATE MORTAL KOMBAT 3
4	GUARDIAN HEROES
5	WIPEOUT
6	PANZER DRAGOON 2
7	TITAN WARS
8	CYBERIA
9	BUST-A-MOVE 2
10	TRUE PINBALL

TOP TEN RENTAL VIDEOS

1	HEAT
2	TRAINSPOTTING
3	CASINO
4	JUMANJI
5	FATHER OF THE BRIDE 2
6	DESPERADO
7	SEVEN
8	BARB WIRE ➡
9	DANGEROUS MINDS
10	VIRTUOSITY

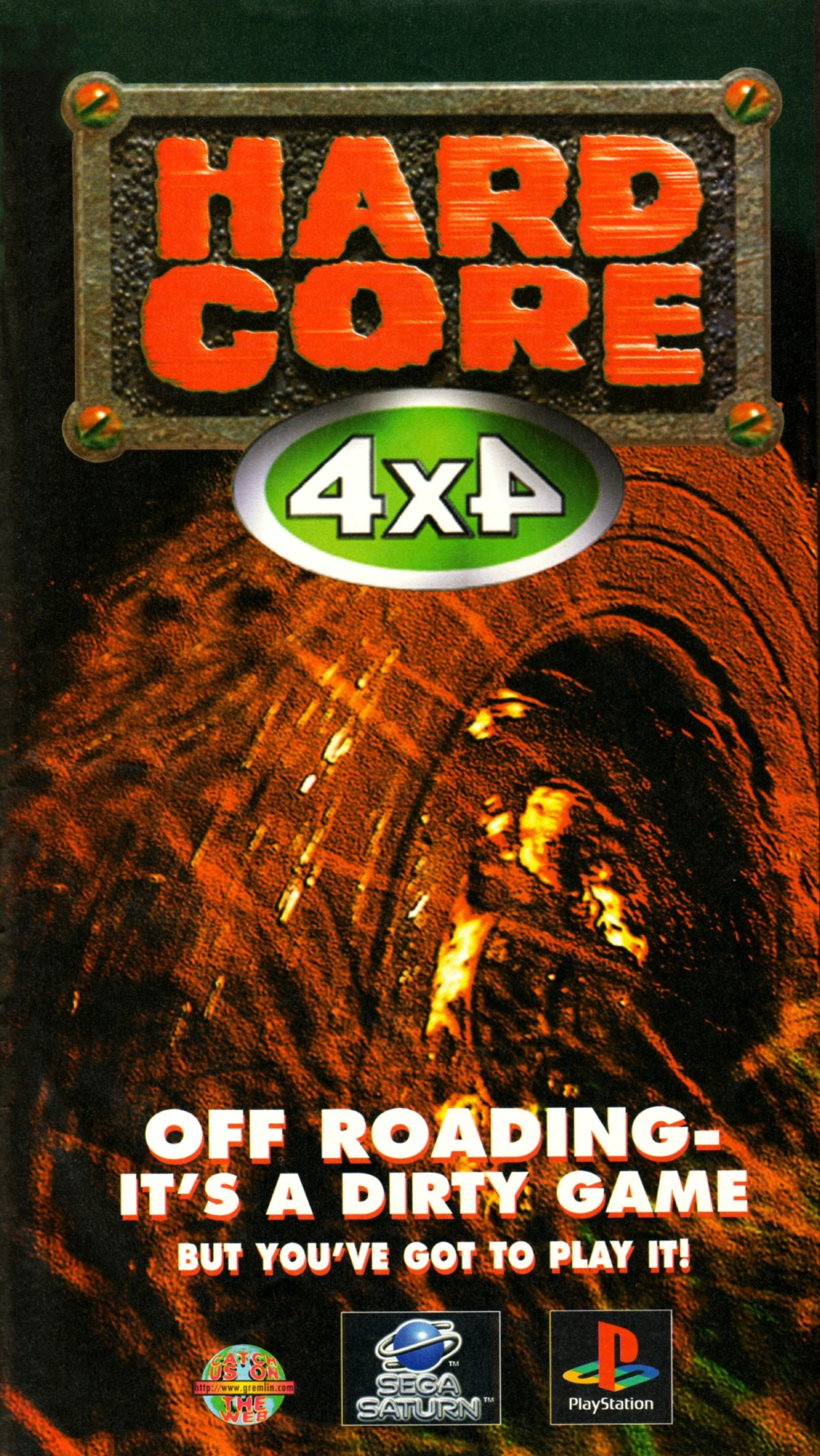


TOP TEN RETAIL VIDEOS

1	101 DALMATIONS
2	THE X FILES - FILE 82517
3	CASPER
4	BAD BOYS
5	DIE HARD III ➡
6	CRIMSON TIDE
7	DUNSTON CHECKS IN
8	JUDGE DREDD
9	TERMINAL VELOCITY
10	POCAHONTAS



BLOCKBUSTER VIDEO







IT'S DIRTY AND DANGEROUS...

...OPPONENTS DON'T CARE HOW THEY FORCE YOU OFF...

...THE ADRENALIN PUMPS AS YOU BATTLE AGAINST SIX OF THE DIRTIEST OFF-ROAD TERRAINS...

...THE SOUNDTRACK THUMPS AS YOU SWEAT AND SLIDE THROUGH IMPOSSIBLE TURNS AND AXLE-BUSTING DROPS...

...ONLY EXTREME SKILL AND CONCENTRATION CAN KEEP YOU IN THE GAME NOW...

...BECAUSE YOU'RE HAVING THE TOUGHEST, DIRTIEST EXPERIENCE OF YOUR LIFE.





Gremlin INTERACTIVE

INCREDIBLE HULK

Incredible Hulk - The Pantheon Saga has been in development for some time now. At last we can bring you a few screenshots from the game. Although previous Incredible Hulk games have had the habit of making punters very angry at the state of the game-play, we are assured by developers US Gold that this game should do the superhero proud. The game is a mixture of beat 'em up and platform action, viewed in a 3D isometric perspective. We've seen it play at the ECTS but have yet to get our hands on it. If other games on the Saturn featuring superheroes are anything to go by it should be a winner. Hopefully we'll have a preview next month.





Good 'ole Hulk. He might not have two sets of shoulders rather than a neck but he's cool.







NEW TOSHINDEN TERROR!

So... you thought Toshinden Remix on Saturn was a bit, er, disappointing eh? Well those plucky chaps at Takara have produced a Saturn-specific version of their flagship game which features all-new characters and some awesome high-resolution graphics. Just like VF2. Takara have produced this game with the Saturn in mind and redesigned all of the costumes, so Ellis' net-curtain skirts aren't there this time. In fact, it's a visual feast all round. But does it match up to the AM2 duo of VF2 and the new Fighting Vipers. Find out soon in the pages of SEGA SATURN MAGAZINE because we can confirm that Toshinden URA (as it is known) is definitely getting a UK release!



It was a bit of a disappointment really...



...but hopefully this will be better.











All of the old characters are in there along with a few new ones as well. And some new moves too.



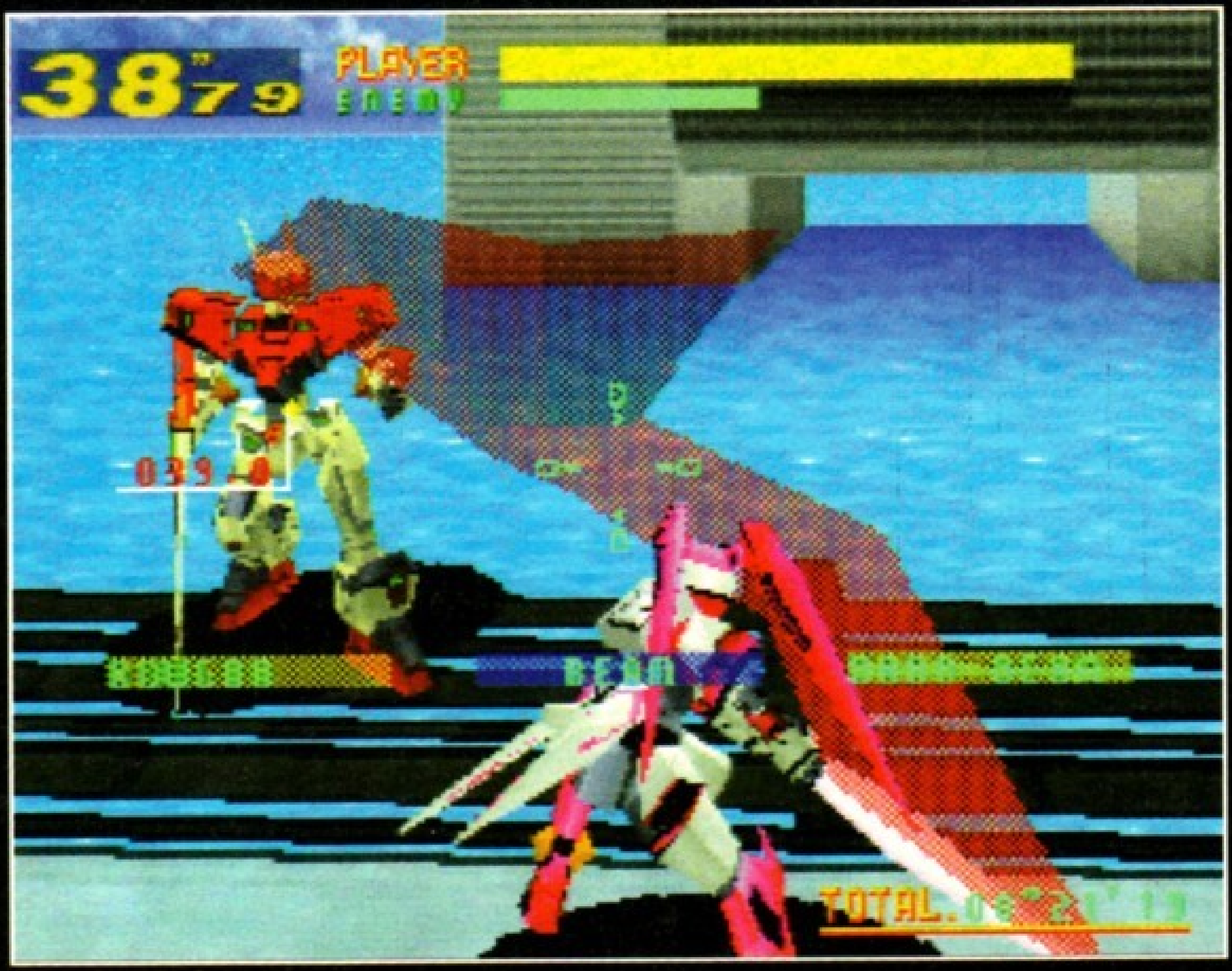
Can this latest instalment match VF2?...



...well, lets keep a sense of proportion. Ahem.


NEW MEAN MACHINES
DEMO DISC ISSUE!
Issue 50 of MEAN MACHINES comes with an exclusive DEMO DISC for SEGA SATURN. Don't miss dynamite demos of Loaded, NHL Powerplay '96 from Virgin, Keio Flying Squadron 2, Alien Trilogy and the incredible Tomb Raider. All you need to do is pick up an issue!
*Limited number of disc issues subject to availability. UK Mainland only. Promotion subject to change without notice.
NEW DANGER
SEXY NEW LOOK!
SPECIAL 50TH ISSUE ON SALE NOW!


VIRTUAL ON
CYBER TROOPERS



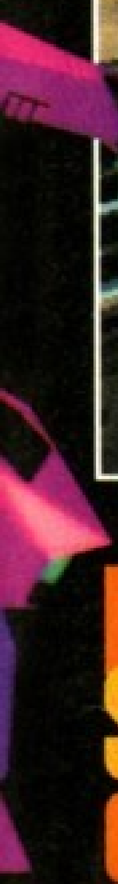




The blue flashes emanating from the foreground robot indicate that he's charging (above). This practice doubles the power of his attacks, but makes him a little tricky to control.

Come on everybody. Swing your swords! Hack and slice away at the opposition until they are dead! Kill, maim and destroy! That's the ticket! Obey Satan! Obey the Antichrist! Or not.





It's the ultimate in giant robot combat – and it's headed for the Saturn! They said it couldn't be done! Only not very loud! Because it can! And it has been! Have a butcher's at these amazing shots!





If the Japanese have made a major contribution to world culture, surely it must be the duelling giant robots concept. You can keep your dim sum and your Kodo drummers – if you ask us seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental sophistication. Virtual On is, without a doubt, the greatest representation of this art form yet seen. Regular arcade-goers will doubtless recognise it. You know, it;s that one which had the funny double-joystick control method. And the big robots.

For those of you who are unlucky enough not to be familiar with Virtual On, allow us to provide you with a gentle introduction. In essence, V-On is a 3D beat 'em up. But with chocka shooters. The player takes control of one of a selection of heavily-armed giant robots and jumps into an arena to take on a similarly tooled-up Johnny Metalhead. This is where Virtual On begs to differ from the usual combat game stereotype. Each different arena – and there are many, my children – provides different levels and types of cover. Some have only a few low-level outhouses clustered in one corner, which affords little protection from the marauding ravages of your enemy. Other arenas are more sheltering, providing more hidey-hidey space for your mech and, consequently, your opposite number. Thus V-On becomes a game of strategy as well as fighting prowess. It's not just a matter of who can wade in with the most special moves – you got to think on your feet and cover your back at all times if you don't want to end up as the back end of a Cortina.

Obviously, when you're roaming around a 3D arena fighting against a stalking opponent you'd expect a bit of a comprehensive control system. Well normally we'd advise against getting your hopes up about anything in this day and age, given that they'll usually only be dashed against the craggy coast of abject disappointment. But it's a different story with V-On, because it does have a comprehensive control system. So there's no need to cry.

D-PAD DADDIO

Steering your robot is pretty easy. The D-pad is used to seer your metal legs all over the shop, as you'd expect. But on top of those legs is your turret-esque body, capable of swivelling around 360 degrees. This is handled by using the L and R buttons to swing yourself in 90 degree increments in your chosen direction. This means you can run away from the challenger whilst still firing at them. Which is very useful indeed, because let's face it, otherwise you'd both just spend the whole game running around in circles after each other. And we wouldn't want that.

As if this wasn't enough freedom of movement for you, each >>









The two shots to the right are taken from the rolling demo at the front end of the Saturn version. The graphics do look awesome, but better is the knowledge that the in-game visuals are of the same high quality! Hooray!



RAIDEN
A big orange gentleman with a whole planet of hardcore guns bristling all over. Bad decor, but good weapons.

BAZOOKA A single-shot high-velocity rifle which fires giant shells. Raiden's main armament, but not his most powerful.
GROUND BOMB A spinning explosive disk which hugs the floor as it shoots towards it destination, before blowing up a massive section of the earth.
LASER Not the quickest of guns, but this double-beam laser cannon has great area coverage and lots of metal-withering oomph.



APHARMD
A kind of giant robot riot copper. Apharmd is armed with quite human-like weapons and is the most bipedal-looking character.

SHOTGUN Apharmd fires his powerful giant rifle. Provides good coverage and has plenty of power, but lacks somewhat in speed.
TONGFA A ranged version of Apharmd's close-quarters weapon, this fires off spinning disks of energy. Fast, but hard to aim properly and low on ammunition.
BOMB The mechanoid equivalent of tear gas, this stun bomb causes circuit ructions which damage Apharmd's foe and knock them to the ground.





If you ask us, seeing two huge mechanoids beat the hell out of each other is the epitome of Oriental sophistication.



robot also has retro-thrusters. No, these aren't boosters which propel your robot into easy listening record stores. They're actually rocket shoes which shoot your 'bot into the air for a limited spell. It's a bit like jumping. You know, that thing you do with your feet. This enables the player to get a good view of much of the playing area, and should the opposite bot be cowering behind some scenery in your vicinity, let loose an attack upon their feeble cranium. And if you're quick on the button you can also use your jump facility to dodge incoming attacks.

TRIPLE ONSLAUGHT FRENZY

And what attacks they are, my little bomb bunnies. Each mech in Virtual On has three distinct attacks to call their own. Like human fingerprints, no two are the same (although some are very similar), so this is obviously the best way to tell them all apart. The firepower of each walker is limited, so you can't just keep firing the whole time. however, once your guns have run out they do slowly recharge their gun energy so you can use them again. The categories of attack can be roughly broken down into three chapters, with each robot having one of each. The first is "regular gun" attack. A long range projectile weapon with lots and lots of ammo, this generally causes the least damage, but fires at the fastest rate. There's also an explosive weapon, usually thrown so it's slow moving. These blow up on contact with the ground and cause damage to any mech caught in the resulting blast. Strangely enough, these are often the most powerful attacks in any arsenal, especially should you score a direct hit. The third kind of offensive is what we like to call the "funny one". These are specialist weapons which differ widely from mech to mech. Some are boring, like the bazooka (which is just like the first two attacks rolled into one). Some are wacky, like Fei Yen's © Beam, which fires pink hearts. Others are groovy versions of hand-to-hand weapons, like flying clubs and the like. These usually have the least energy, but are the most tactically useful manoeuvre for your character.

HOW ABOUT A GAME OF ONE ON ONE?

Now the astute amongst you may have noticed the mention of hand-to-hand combat in the last paragraph. That's because whilst these giant super hi-tech billion-dollar robots may exhibit the trappings of futuristic sophistication, they're all up for a bit of old-fashioned pagga tomfoolery. Once the two protago-



The two pillars of flame are the end result of Dorkas' Phalanx attack. Phalanx is Greek.





Here's Dorkas again. Which gives us the opportunity to expand upon the origins of the word "phalanx". It was actually a term describing the unique battle strategy of some Greek dude. He would have two parallel lines of soldiers attack in single file. Or something like that, I seem to remember. Not that I was there.





Sword swings leave behind these groovy tracers. The graphics are very nice.











The pic on the bottom right is from the character test option, which probably won't be in the finished version. It just allows you to look at the robots from all different angles.





These two pics, left and below, demonstrate the flip sides of jumping. In the first we see how leaping makes it easier to spot and target opponents in hiding. The picture below shows how the slow floating bounces of our 'bots leaves them open to a massive counter-attack. Getting hit in the air may also stun your robot, who'll crumple into a heap on the floor.







This is where the knuckledusters are adorned. Though there's no point in robots wearing knuckledusters, because their hands are already made of metal



nists are within a certain distance of each other (ie – practically touching) their projectile weapons are disabled. They're too explosive, see, so you'd just blow yourself up at that range. Ahem. Anyway this is where the manners are put aside and the knuckle dusters are adorned, figuratively speaking. Of course, there's no point in a big robot wearing knuckle dusters, because their hands are already made of metal. So instead they're equipped with clubs, swords and various items of marital arts weaponry. A press of the attack button and your lad will swing away in a wide arc. If you make contact with your opponent a lot of damage will ensue. Similarly, should they thwack you you're in for a decking. Close-range attacks cause more damage than most long-range weapons, so sometimes it pays to get in with a swift metaphorical bottle over the head. But beware of imminent death.

If you'd like to cause the damage of a close-range attack without any of that cumbersome risk, there is another option open - the charge button. Pressing this activates a power booster which initially propels your robot straight forward at some speed. Whilst you're moving all your weapons are trebled in power. It's a bit like one of those Max Your Meal things at a fast food joint. Firing weapons at this level uses all their reserved power instantaneously, but it does mean firing multiple charges of gun barrelness at once. Should a super attack hit home you can be it'll be devastating for all concerned. Except you, obviously. However, super attacks are no easier to aim than their normal counterparts, meaning it's easy to waste your big shot and leave yourself out in the open thanks to your little burst of uncontrollable speed.



EVASIVE MANOEUVRES

And how's a poor 'bot to determine the location of a feverishly evasive opponent? Well, for starters there's a whacking great arrow appears on screen to indicate when you're facing the wrong way, which helps. But if that isn't good enough for you, there's a better way to check behind the scenery and see where the opposition is lurking. A couple of quick button presses are all that's required to access an overhead view. This gives you a broader view of the arena as a whole, and also allows you to see if the enemy is concealed behind a scenery block. The only problem is that it makes fighting with your tiny sprites much harder. In fact, it makes working out with end of your robot is the front pretty tricky.

TWIN JOY

If all this sounds a bit much for your poor joypad finger, fret not. If you've go a memory span longer than that of a feeble Earth goldfish, you'll recall we mentioned Virtual On's strange twin-joystick arcade control method. Well, thanks to the wonders of modern technology and mass production (the same things responsible for cars and Pot Noodles) you'll shortly be able to experience this experience in your own home! Sega have planned a mini version of the V-On cabinet controls for you to plug into your Saturn. This adds a whole new dimension to your freedom of movement and shooting. We're not sure if V-On will be packaged with the controller (a la Virtua Cop) or not yet, and we've even less of an idea whether there'll be any further games to support the peripheral.

Anyway, at the moment Virtual On is only about 40% complete. There's still an awful lot of work to be done on the coding, most of the arenas are still in thin air and the graphics still need "solidifying" somewhat. We'll bring you much more news as and when we get it. For now though, settle back and a have a look at these shots of a game which is 100% destined for your collection in the near future. This one will be hotter than a drunkenly-ordered kebab on Mercury.

NEXT MONTH: More full-on Virtual On japery as our Japanese editor visits Sega of Japan and interviews the team behind the Saturn conversion. Read all abaht it in the next edition of this fine magazine.



BELGDOR

A bulky green behemoth with a variety of high-powered attacks to make up for his lack of pace and manoeuvrability.

GRENADE A single bomb thrown in a high arc. Good for blasting enemies behind scenery.

NAPALM Belgdor's Napalm attack fires a line of blazing explosions forward from his feet into the horizon. It's slow hard to aim, but a devastating attack.

HOMING A fast-moving homing missile with excellent steering capabilities. If Belgdor's opponent is in the open it's curtainsville.



BAL BAS BOW

Preposterously-named fat robot on rollers. Not agile at all, but has lots of big guns.

FLOATING MINE This fires a airborne mine which homes vaguely in on an opponent's area and explodes n contact with anything solid.

RING LASER A slow-moving laser which has the advantage of wide coverage. Fire loads at differing angles for an unavoidable wall of floating laser death.

HAND BIT Bal fires off his big robot hands which chase his foe around the arena before pausing to fire loads of missiles into their head.



Real Bout Fatal Fury

King of the Fighters '95 was a one-on-one beat 'em up for technical afficianado's. Now SNK introduce Real Bout Fatal Fury, a game that's even tougher. Are you a master?

Issue six of SSM was the only one ever not to have a brilliant render on the cover. In fact, all it had was a bunch of hard-looking men from SNK's rather fine combat game King of Fighters '95. Seven issues on, the game still hasn't been released, despite the fact that it is one of the greatest fighting titles ever. So good in fact, that you need to use the bundled memory card in order to play it.

Now it's all about to happen again, as SNK have just released Real Bout Fatal Fury in Japan (two months after releasing Fatal Fury 3, oddly enough). Once again, it's a virtually arcade-perfect conversion of the original. And it's also an extremely technical fighting game, even more so than King of Fighters, oddly enough. There's a huge range of super-moves to boot, reversals (like Pai in Virtua Fighter) as well as the ability to circle around your opponent in a pseudo-3D stylee. We'll be looking more at this a bit later on.

Just like KoF '95, this game requires an extra memory cartridge to provide all of the animation and moves of the arcade original and all in all, it's a rather good game. Certainly not in the same league as the splendid Street Fighter Alpha 2, but for the Saturn-owning SNK fans out there (and we know you are out there, owing to the phone calls we've received), this is a splendid conversion.

Another thing we will add about this is that SNK have

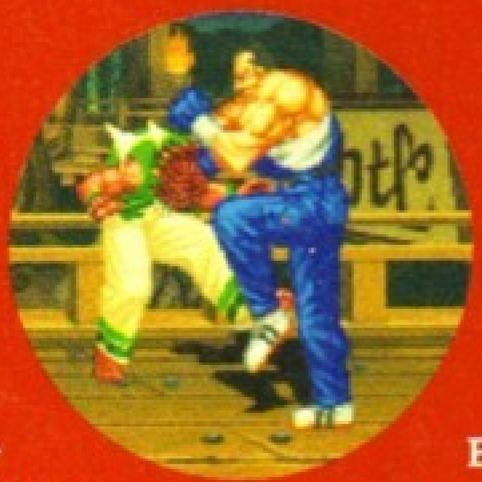


The Dual-ROM system SNK pioneered with King of Fighters comes back in Real Bout Fatal Fury. However, this time instead of the cartridge being pre-programmed, it's actually blank with the game loading in lots of data at once.



Now instead of just powering up a bar, you power it up twice, giving you access to two different types of super move.

done an absolutely briiiiiiilliant job on the music. Street Fighter Alpha 2's decent-enough tunes sound diabolical in comparison to the range on offer in Real Bout, which includes some superb classical tunes.



NEW TECHNIQUE ACTION!

Capcom have never really bothered to introduce any pseudo-3D elements to the Street Fighter games, but it is in this element that Fatal Fury rules. This "Oversway" system allows players to dart "into" or "out of" the screen, taking the action to different levels within each battle arena.

Real Bout isn't the first FF game to do this, but it does boast the most advanced system to date, allowing to attack as you move between "layers". It's similar in concept to what Yu Suzuki has introduced in Virtua Fighter 3 with the new escape button. Of course, wanting to escape from a one-on-one beat 'em up might mean you're a bit of a sissy but that's by the by.

LOADS OF SUPERS

Super-moves have become some kind of standard in the annals of 2D fighting games and lest we let Capcom have all the credit, it's worth remembering that the concept was actually thought up by SNK (in an Art of Fighting game, if memory serves). This idea has been given a facelift in Real Bout. Now, instead of just powering up a bar, you power it up twice, giving you access to two different types of super-move - Super Death Blows (S on your power meter) and Potential Power moves (when you've received huge damage). As you might imagine, these moves are tough to execute, but can drastically alter the outcome of a previously predictable bout.

FIRST FATAL COMBO CONFUSION

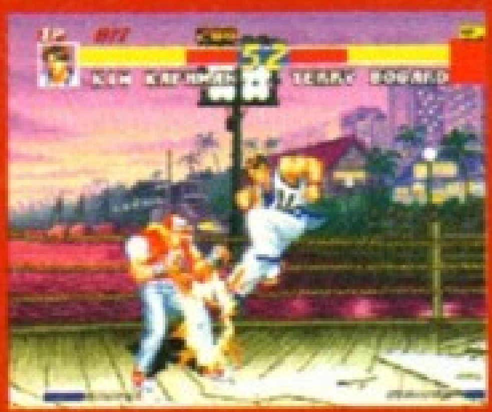
Although Fatal Fury is renowned for being different in style to SF games, SNK have relented to pressure and included a >>



Five shots of Fatal Fury action. Blue-Mary specialises in reversals and plasma attacks (top left). Billy Kane puts paid to Terry Bogard with a devastating flame attack (top right). Mai's fire-based fan attacks are spectacular (centre). Billy Kane's super move brings about a flaming ring which he can send flying (bottom left). Here's Mai's initial fighting line-up (bottom right).



The pneumatic Mai (above) is one of the easiest characters to master and also has a huge range of pyrotechnically astounding special moves, one of which we've pictured. Tae Kwon Do master Kim remains a force to be reckoned with (below).





WHAT'S ALL THE FUSS ABOUT

Fatal Fury eh? You might have played it in the arcades for a bit but then went back to the Capcom games. However, you might be the sort of person who has played it, and realised that yes, SNK really are quite good at this combat game malarkey. Still, for a bit of a potted Fatal history, read on (with thanks to David Hodgson).

FATAL FURY

SNK's first answer to Capcom's almighty Street Fighter II, this is appalling by today's standards. For a start only three characters are selectable and for some reason, SNK have made performing a fireball almost as difficult as successfully performing Akira's Stun Palm of Doom in VF2!

FATAL FURY 2

SNK went back to the drawing board with this sequel. The three principle characters from Fury 1 were retained, bolstered with a further five including the fabulously endowed Mai. This was a lot closer to Street Fighter 2, but lacked playability.

FATAL FURY SPECIAL

This time the Neo Geo meisters went into overdrive with 15 selectable characters and some very impressive special moves and backgrounds. Good, but still Capcom reigned supreme.

KING OF FIGHTERS

The main trio of Fury heroes guested in this supremely popular (in Japan) fighting game. KoF '94 won Japanese Videogame of the Year in 1994 and was a runner-up in 1995. A new '96 edition has just appeared in the arcades and it's almost certainly likely to be heading for the Saturn in a short space of time.

FATAL FURY 3

Going up against Super Street Fighter II Turbo, it still lacked the immediacy and character of the Capcom games, even though in terms of depth of play, it was probably superior... And now it's time for Real Bout FF...





chain combo system similar to Street Fighter Alpha in Real Bout Fatal Fury. Every character has a very simple chain which anyone can master - just press A, B and then C very quickly! After that though, the characters diverge, with all manner of different combination strikes to their names. Just like SF, an on-screen indicator shows you how many hits you've successfully chained. That's what all of this "Rush 3-hit" nonsense is about on some of the accompanying screenshots.





BUT THAT'S NOT ALL!

Real Bout Fatal Fury features a couple of new ideas which work really well in the 2D fighting genre.

For a start, SNK have taken Capcom's air-blocking idea and added to it. Now, as well as blocking an attack in mid-air, you can also turn before you hit the ground and perform a devastating counter-attack. Also, just like Pai and Akira in Virtua Fighter 2, your characters have the ability to reverse an oncoming attack and use it against your foe. Cunning stuff.

An on-screen indicator shows how many hits you've chained.





SNK have actually tried to make throws a bit more technical rather than cheesy as in Capcom's fighting games. It's a brave effort, but to be honest, throws are still somewhat Guise-ian and totally unnecessary really. Rely on those awesome chain combos and supers instead!







RING OUT!

Ring outs were first introduced in Virtua Fighter, and SNK have cribbed the idea for use in the Real Bout 2D arenas. Each has an obstacle on either end of the scenery which needs to be knocked away with multiple hits before a ring out can commence. Then you simply knock them out and witness the humiliation. This ring out is quite amusing.



A super-move from Joe Higashi sends his foe flying...



... Out of the ring in a pretty spectacular style! Right into...



... A tube train. Note the frenzied pounding on the windscreen...



... But it's all for nought as the tube train pulls out. The Game is Yours!

The finest pinball simulation ever! Six original tables, each stunningly rendered using Silicon Graphics™ technology, mathematically correct ball physics, special bonus side games and animated lock sequences. The first pinball game to offer a true player's-eye 3D perspective. Superb sampled sound effects and atmospheric sound tracks. There has never been a game like this before. Try it - it's mind blowing!



NMS SOFTWARE

Virgin INTERACTIVE entertainment

SEGA SATURN

PlayStation

DARK SAVIOR

ダークセイバー









One of the greatest, and perhaps most under-rated Megadrive titles of all-time was Landstalker - an utterly enthralling 3D RPG. The Japanese coders of that classic have now moved onto the Saturn and have just put the finishing touches to their first release, the epoch-making Dark Savior.

If this game looks familiar to you, that's because this isn't the first time that we have shown Dark Savior to you in the pages of SEGA SATURN MAGAZINE. On page 20 of issue #6, in actual fact. However, on those two pages we showed you pictures of the first section of Dark Savior... now that the game is complete, we can reveal that this accounts for 1% of this frankly enormous role-playing game!

Believe us when we say that Dark Savior is perhaps one of the biggest videogames ever created, with five different parallel dimensions (more on that later) and around 100 different endings! The programmers of Dark Savior - Climax - had in mind an RPG that would offer months of gameplay with many different, worthwhile ways of playing the game through. From what we have seen of the finished Japanese title, it would appear that they have been most successful.





Chasing the notorious Villain, Ryu-Ya comes face to face with one of his henchmen. Battle action ahoy!

WHAT'S THE STORY?

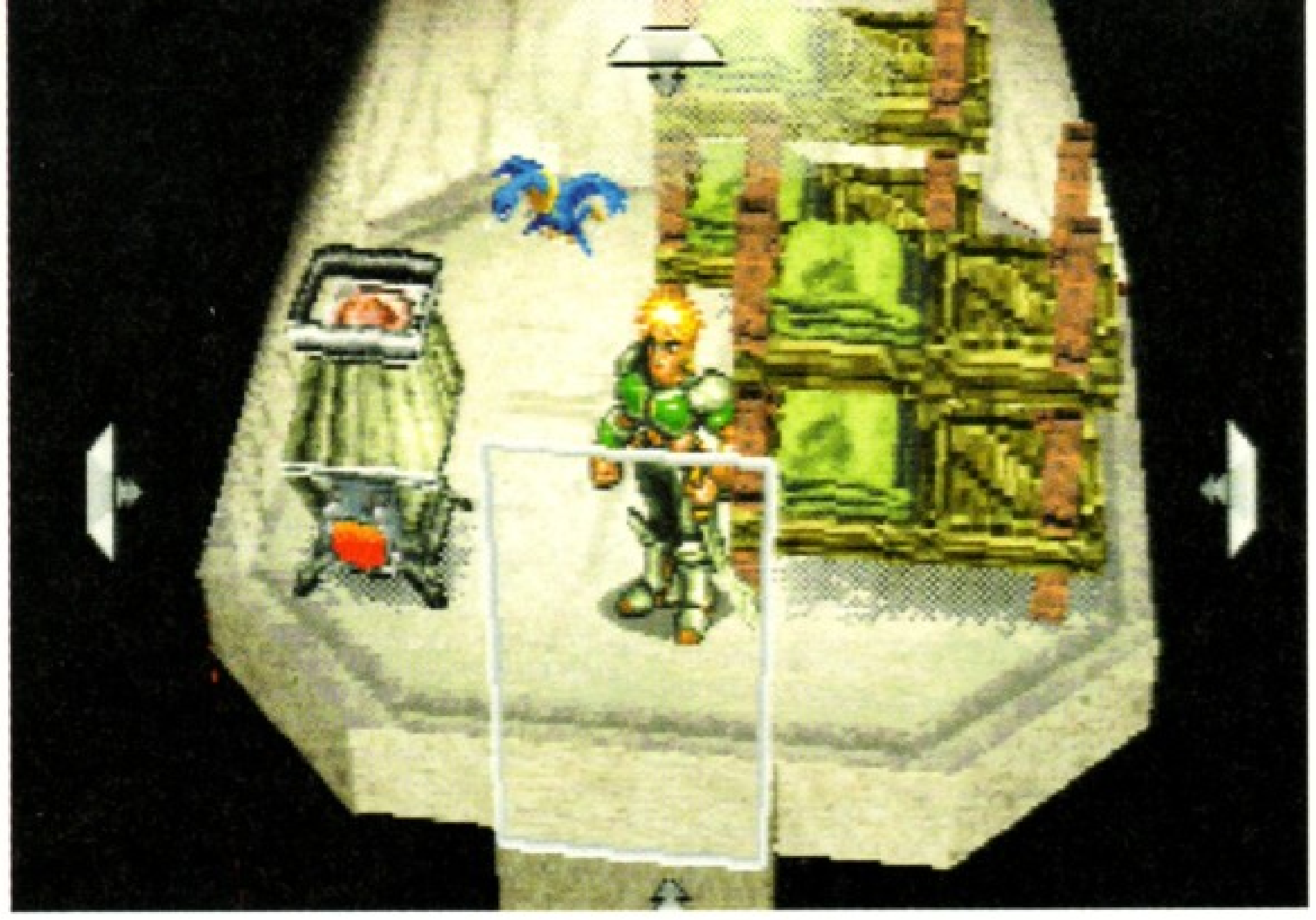
When it comes to Japanese RPGs, you can be guaranteed that you're in for some pretty hardcore weirdness. So it is with Dark Savior, as we venture forth into its intriguing scenario...

"Those judged as being unable to return to normal society are sentenced to either death or life imprisonment on the isolated and solitary "Jailer's Island". Without any regard for species, both men and monsters are crowded together here. Each and every one of them has committed a major criminal offense.

On this island the prisoners are administered by Governor Clutoligen the Third. With only the brains of a common mathetician he brings strict discipline to this prison island. In his book, there is only one rule "Death to all those who violate public order!". It's because of his sadistic personality that most of the convicts bear hatred against him.

In addition, there are those who escort the prisoners to this prison of death. They are known as the bounty-hunters. It goes without saying that the convicts hate them as much as





A montage of Dark Savior action! The pic below left shows the cunning use of a key to open a metal gate. There's plenty of ladder climbing action in the game, as shown below and to the right. A panoramic view from a later Parallel (centre) which looks ace. Some combat "malarkey" at the bottom. The left picture shows the player using a previously captured boss to do battle whilst the bottom-right pic shows Ryu-Ya capturing a mad scientist type!







the Governor himself.

Those who successfully escape from the prison do so only to offer themselves as blood sacrifices to the island! For although escape is possible, in reality, due to Governor Clutoligen's pride in preventing escape nearly all attempts are doomed to failure. It is said that the number of people who have successfully escaped by avoiding the numerous traps placed around the island is 0.07%.

Bounty-hunter Ryu Ya (from the country of Rajin) has been pursuing the metamorphic murderer-creature "Villain" for the last 10 years. With all the skill and effort he could muster in a final all out war he finally captured it. The authorities concerned have decided that the fiendish monster must be transferred to the much larger prison accomodation on Jailer's Island to suffer the "Carbon Punishment".

The CP is mainly used against creatures like Villain (that are able to use cellular regeneration) which even if killed can regenerate at such an incredible rate that they can quickly be completely restored to life again. The special carbon fluid artificially stops the heart and suspends all body activities. Presently, the only device capable of executing the CP is installed on Jailer's Island!

Ryu and two other elite bounty hunters Nick and Mal are ordered to accompany Villain to Jailer's Island on the large transport ship "Glion". This specially created vessel is used to transport condemed prisoners and contains a specially constructed cage/cell into which Villain is securely placed.

However, while the ship is still more than 580 nautical miles away from Jailer's Island, Villain's instincts are aroused by the stimulating effect of mysterious sound waves! Suddenly, Villain secretes an acid like liquid that dissolves the cage/cell and quickly escapes into the >>





This mad scientist type doesn't look liek much, but in actual fact he's extremely fast and about 20% more powerful than our hero, Ryu-Ya. Thankfully, he's still rubbish at fighting so defeating him should be easy!

This new RPG from celebrated coders Climax looks like being something of an essential buy when it comes out next January!







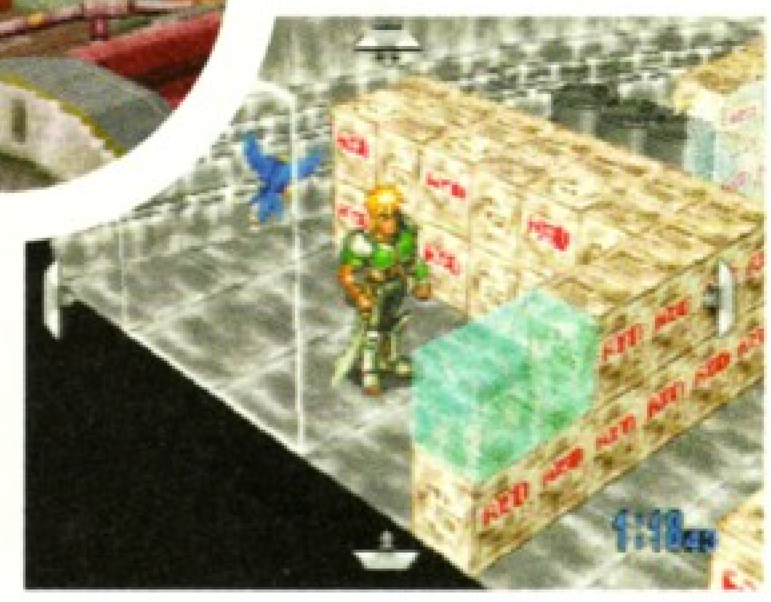


Despite the cartoon styling of Dark Savior, the game manages to create a solid 3D terrain with multiple levels of platforms and multiple heights (left). Finding keys to open doors is a pretty common occurence in Dark Savior (right and below). Using the Hyperion Perspective allows you to get a better view of the surroundings (bottom right and centre). Make no bones about it, Dark Savior is an ace game!











Textured polygons combine almost seamlessly with sprites to produce an astonishing 3D realm. Climax have pulled out all of the stops in creating an awesome action role-playing adventure!

ship. The sirens sound and all panic breaks out..."

The long and the short of it is: YOU are Ryu-Ya and it's your job to track down the metamorph super-criminal through the Jailer's Island, apprehend him and see to his destruction and then quickly effect an escape from the dread isle.

HOW DOES IT WORK?

The bones of Dark Savior is that it's an isometric 3D adventure game, sort of in the style of Landstalker on the Megadrive only this time a mixture of sprites and textured polygons are used to depict the island and its denizens.

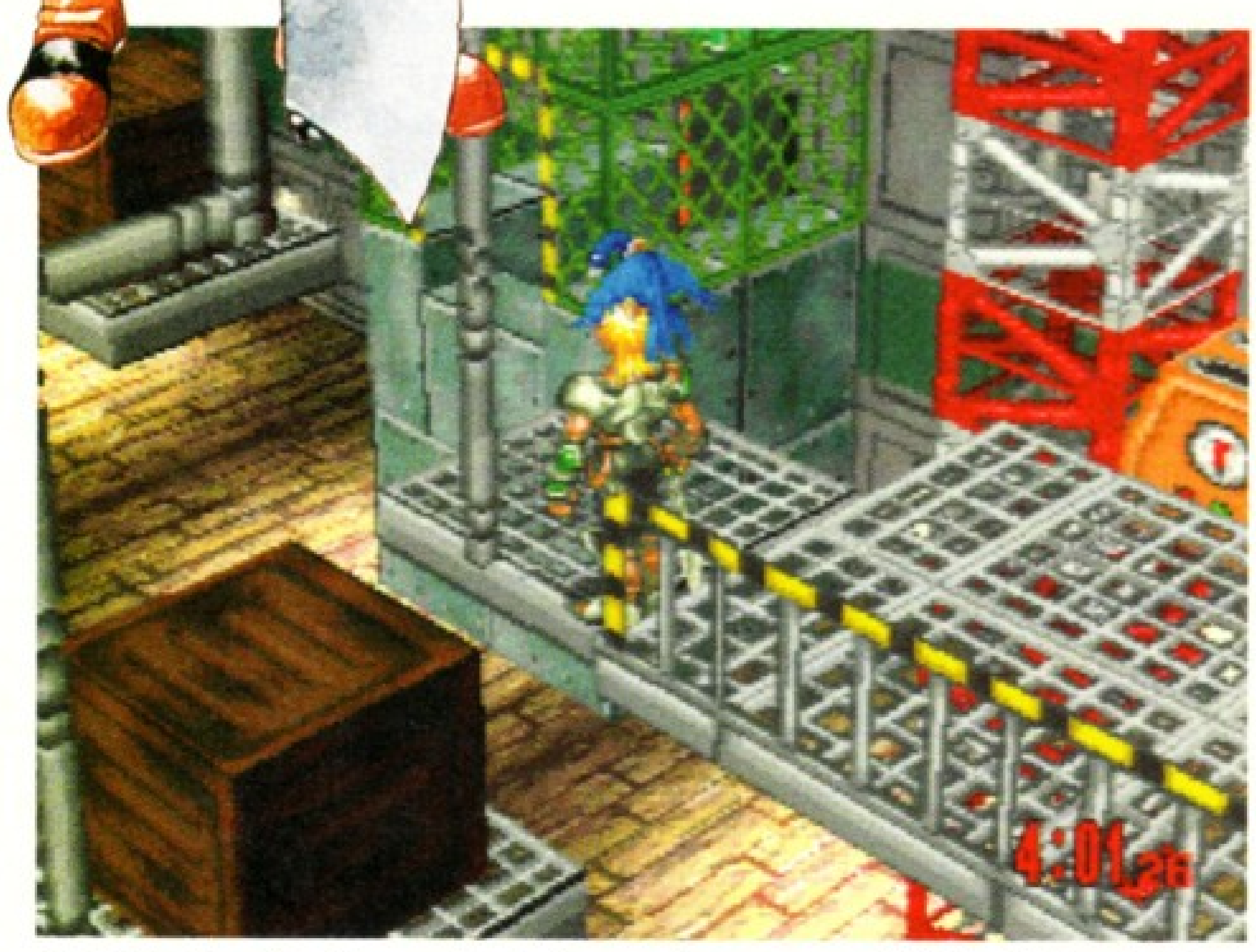
Although it looks like a traditional isometric 3D game, Dark Savior is much more. You can view the landscape from many different views thanks to a cunning new system known as the Hyperion perspective (see later), which literally takes Landstalker into the next dimension.

The game is broken down into many different areas, starting off with the afore-mentioned ship. Your performance on the ship dictates which of the five paths through the game you're going to embark on (see later also). It's your job to make your way through the various areas, talking to the convicts, collecting objects and earning valuable experience points which allow Ryu-Ya to gain power and combat prowess.

Although it might look complicated, Dark Savior is pretty easy to get to grips with and from our hours' of gameplay we can say that it's probably the premier Saturn RPG.

FIRST IMPRESSIONS

We've been giving Dark Savior a bit of attention now and then since the finished Japanese version arrived in the offices and we can report that it's a top game. A very top game indeed. We are also happy to inform you lot that it is definitely getting an official release, with full-on English language action scheduled for a January 1997 launch. If you quite liked Shining Wisdom and its ilk, you're going to flip over this.



Using the Hyperion Perspective is the way to success on this level (above). The platforms with boxes on move about and you need to use them to locate a lever (which is just off screen to the right). Once this lever is pulled, the box platforms drop down, allowing you access to the door out. You can't really see it very well, but it is in this shot (behind the green mesh). Using the Hyperion Perspective makes the exit pretty obvious to see.

FIGHT! FIGHT! FIGHT!

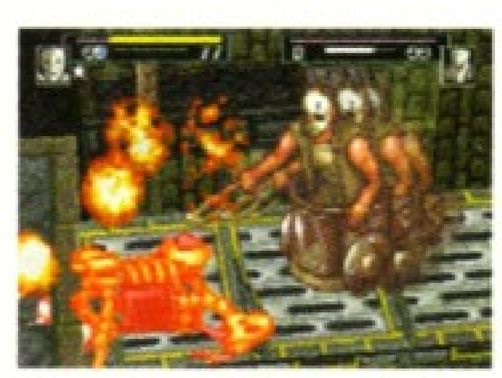
Where would the world of role-playing be without a bit of fighting. One thing's for sure, it would be a most dull place indeed, consisting of much solving of logic puzzles, walking about and talking to people (yawn).

Thankfully, Dark Savior includes a fair smattering of fighting, mostly in the form of a rather brilliant one-on-one almost-like-Street Fighter combat system. You and your opponent face off in a best-of-three rounds scenarios, using normal attacks, special moves and blocking in order to wear down your opponent's energy bar. There's even a Super Move energy bar you can build up. Brilliant eh?

Well, that's not the cleverest part. Dark Savior allows you to stun your foe into submission, whereupon you can capture them and add them to your ranks of fighters. So the next time you get set upon by some hideous creature, you can use your last conquest to do the fighting instead of Ryu-Ya. Brilliant eh? Well, the further you get into the game, the bigger and more nastier the creatures you fight... And every one that you engage can be added to your team!



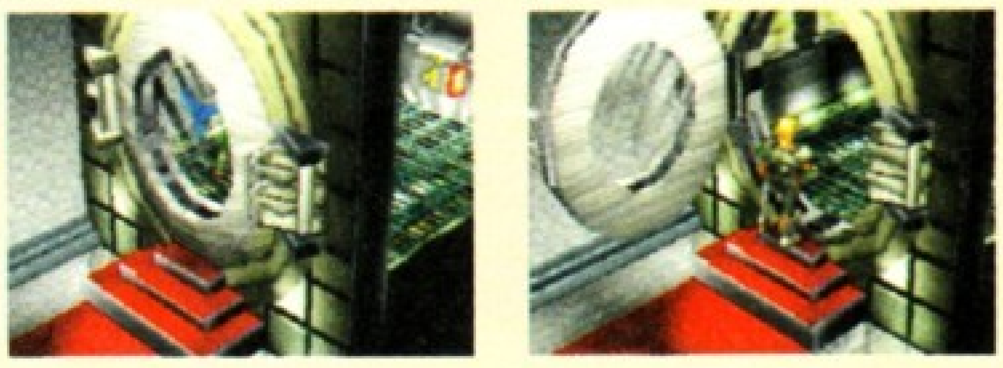




Three shots of intense Dark Savior hacking and slaying.



Some pretty impressive architecture in Dark Savior, and a lot of it is more than just decorational. Witness this enormous metal-glass door opening below.





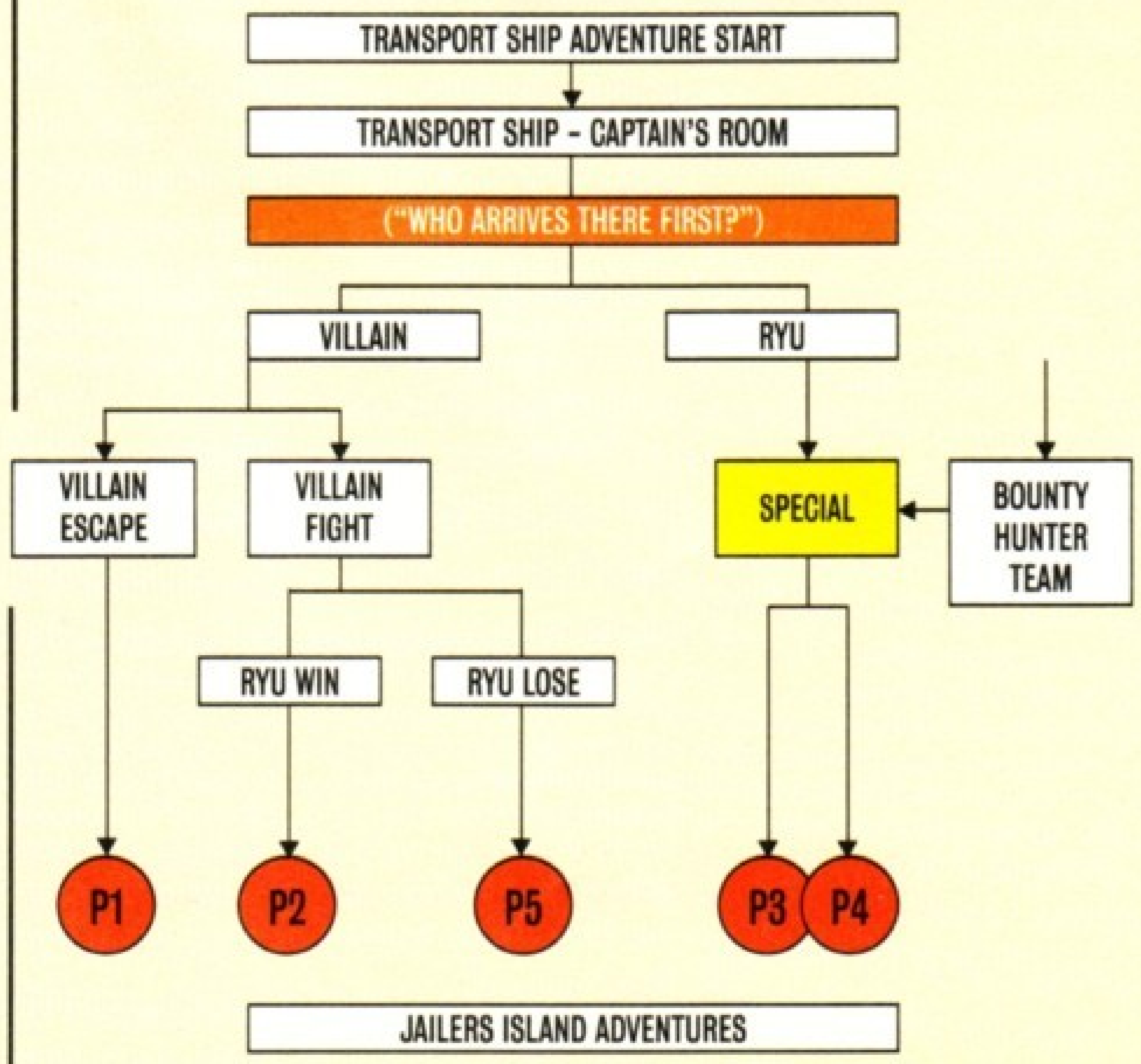


Puzzles, puzzles and indeed more puzzles. Dark Savior is literally packed with the things. Most of the time the problem can be solved in the immediate vicinity. There's never a situation where getting a key or whatever involves a major excursion from your current location.



THE PARALLEL SYSTEM

Dark Savior is basically five different adventures in one, with the game variation you get lumbered with dependent on how you deal with the initial blazing ship scenario. The diagram with this little box should give you some idea of how the game diverges at this crucial point. Although the landscape may be similar at many points, the storyline and the characters change radically, as do many of the objectives and puzzles. With the five major parallels spawning around 100 endings, this game is HUGE!

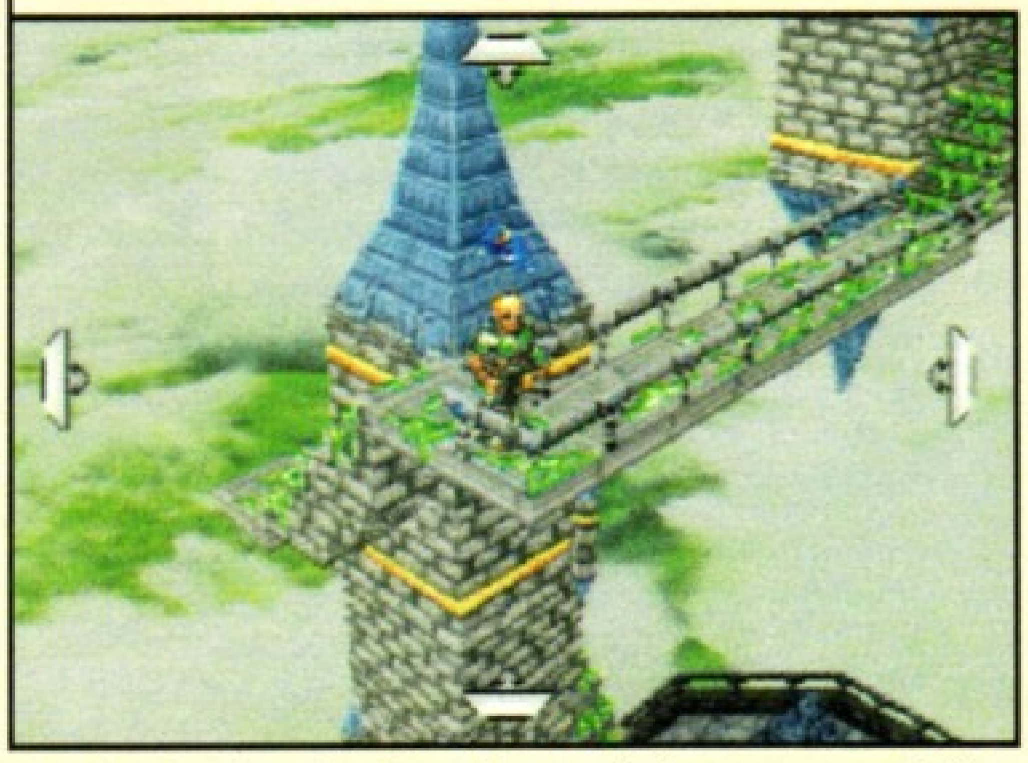


THE HYPERION PERSPECTIVE

Landstalker might have been locked in the isometric perspective. Dark Savior isn't. Using the left shoulder button or the analogue controller (if you have the NiGHTS pad), you can look around in just about any direction. The right shoulder button is used to scroll around, allowing you to view yet more of scenery. The system is absolutely brilliant and mastering it is a must. Sometimes hidden objects are revealed with the Hyperion Perspective and later on, potentially fatal drops into the abyss are avoided ONLY by using it!

Other than that, the controls are rather simple. There's running and jumping. Attacking, talking and examining are all done with the same button. The inventory system, allowing you to check out your stats and booty is also available and super-simple to use.





This bit of action taken from the game's demo sequence at the beginning shows the real versatility of the Hyperion Perspective. The view can be warped extensively.



The fact that the entire terrain in Dark Saviour is made out of polygons and textures allows freedom of movement when viewing.



AMOK

Scavenger scavenge game concept shocker! Make good-looking title!

PUBLISHER	GAME STYLE	RELEASE DATE
Scavenger	Wandering shoot 'em up	November
ORIGIN	Invented by Scavenger, with no thought to Battlecorps at all	
IT'S A BIT LIKE	Battlecorps with a frog.	

Some games designers have an excellent grasp of the phrase "high-concept", basing their games around one central flimsy premise which brands the product. However,none can match the mighty Lemon, one of the Scavenger-affiliated teams and the bods responsible for Amok. You can imagine the pitch the creative team put forward to the producer to try and sell the idea. "Erm.. it's like Thunderhawk. Underwater". At which point the producer will have shaken his head wearily and picked up his filofax. Doubtless as the chief reached the door the junior teaboy programmer will have blurted in a last ditch attempt "With a frog!".

"Bingo!" thinks the producer "With a frog! What genius! I won't dismiss this idea after all!". And we should all be glad that he thought that, readers, because Amok is shaping up to be a vision of loveliness. Mind you, I might be mythologising the whole process here, with my lies. It's more likely that Lemon got Amok off the ground by showing off its wonderful graphics engine to an impressed room of schedulers.

> **"You can imagine the pitch the creative team put forward to the producer. "Erm... it's like Thunderhawk. Underwater". Bless their little cotton socks."**



For Amok utilises some of the flashiest 3D graphics the Saturn has hosted for some time. Not in terms of speed or colour, but in terms of detail. Amok asks your humble Saturn to handle no small quantity of objects at any one time, without recourse to processor slowdown. And, of course, it's got a frog.

Not any old frog, obviously. Otherwise it might have Toad of Toad Hall and the game would've been crap. Just driving around in a little toad car with Ratty and Beaver, or whoever it was. But no, this is a hard frog, made out of metal. A kind of robotic mechanoid frog vehicle, in fact, armed with many guns, bombs and missiles. And it is this mechanical frog you must guide through the various mission objectives set you in each stage. These range, as usual, from rescuing hostages to blowing things up and blowing other things up. Nothing particularly fancy about that, you may think. Truth be told, maybe there isn't. However, 3D exploration shoot 'em ups are a popular new genre which have appeared and bred like weasels since the advent of polygon technology. Saturn owners can't get enough of them, it appears, and Amok is at least looking for the rosette for Most Slickly Produced in Breed.

The exploration aspect has been toned down slightly, leaving you free to head straight for danger rather than spend all your time faffing around with maps. The weapons of mass destruction have been toned up slightly, along with the scale of the enemy enforcements. For example, by level one you're already taking on a heavily-guarded fortress full of soldiers and gun emplacements.

So Amok might not be the most original title headed for the Saturn – frogs and underwater setting notwithstanding – but it certainly looks pretty. As for the gameplay, the depth and the longevity of Amok, we'll leave that for the review, hopefully in the next issue. Until then. Keep the faith, true believers!





A series of bright explosions signal the demise of a footsoldier, who we can see flying through the air waving his guns. Fat lot of good they did him, obviously.



Bullets fly everywhere as some combat occurs. You know what it's like. Not that you'll have done this for real, obviously. Unless you own an amphibious tank.









Ok, here's a joke – Why did the frog cross the road?...



Because it was hanging out with that damn chicken!



The first training mission pits you against a school of sharks. They're dead easy to kill with your guns. But they look nice.









The sharks in the first stage are so beautiful it's almost a shame to kill them. That's what Rad says anyway, in a feeble effort to explain why he keeps losing.

They might think they're tough, but these soldiers are also stupid, standing as they are, in the way of those missiles.





THIS FROG WAS MADE FOR WALKING



Whilst your underwater frog submersible, which walks, runs and shoots missiles like a real frog, is a reet cracker beneath the waves, sometimes it longs to gambol on the sandy shores and play in the sun. Luckily this is fully possible, because the levels of Amok are split between underwater operations and landlubbing japery. This adds a nice element of variety to break things up. A bit like the underwater section in Core's above-ground Battlecorps 3D robot walker exploration shoot 'em up.



MAP READING FOR DUMBASSES

Before embarking on each mission you're given a little breakdown of your objectives. Don't bother taking that much notice, like you normally have to. An arrow on screen in the game shows you where to go, and a line of text in the middle of your vision informs you of your next goal as the old one is achieved. You don't even need a map once you've got started. Which is good, because you don't get one.



Listen carefully to what the briefing tells you.



Actually, don't bother. It's dead easy.



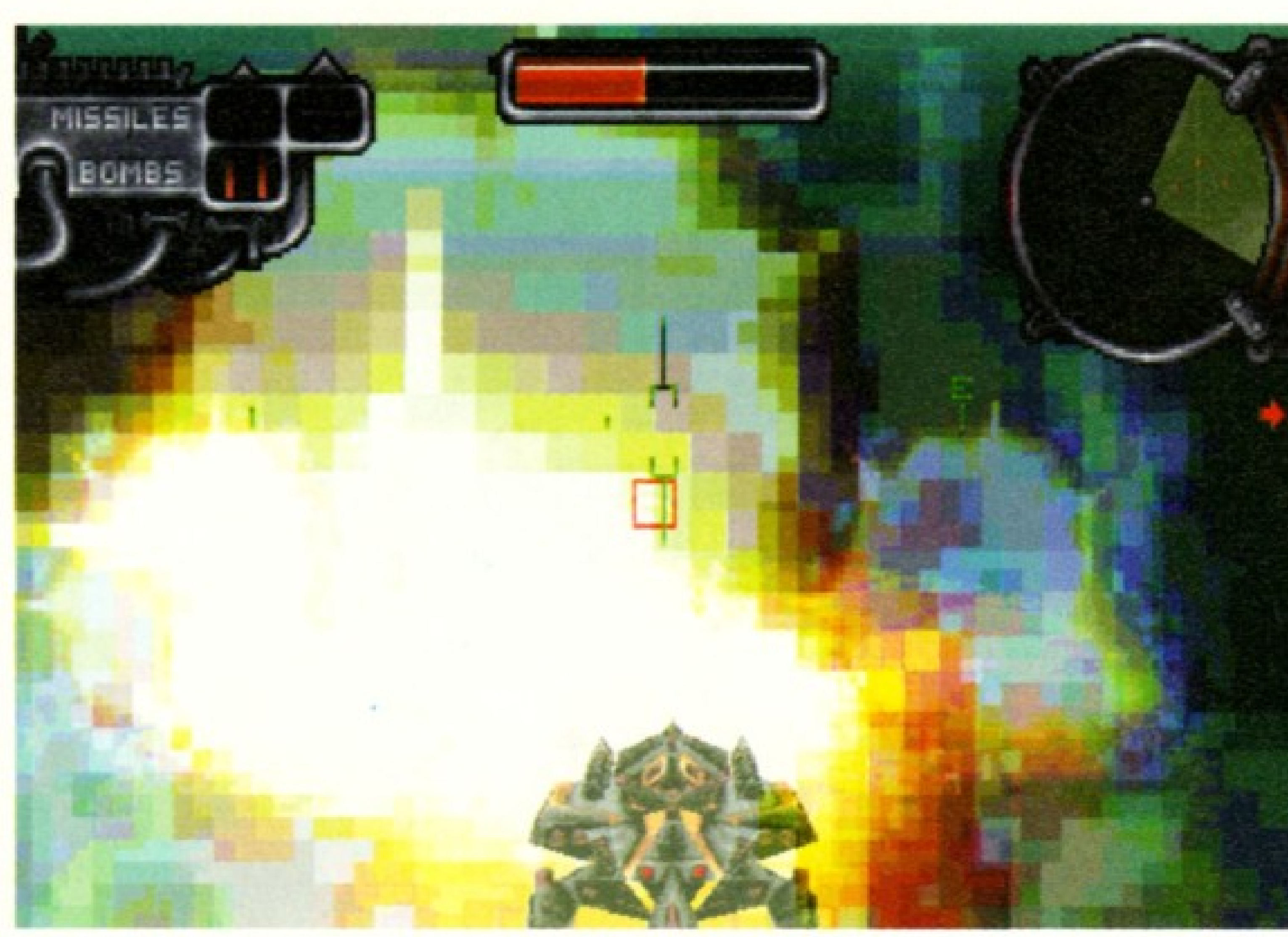
These scary monsters are rock hard. Avoid them.

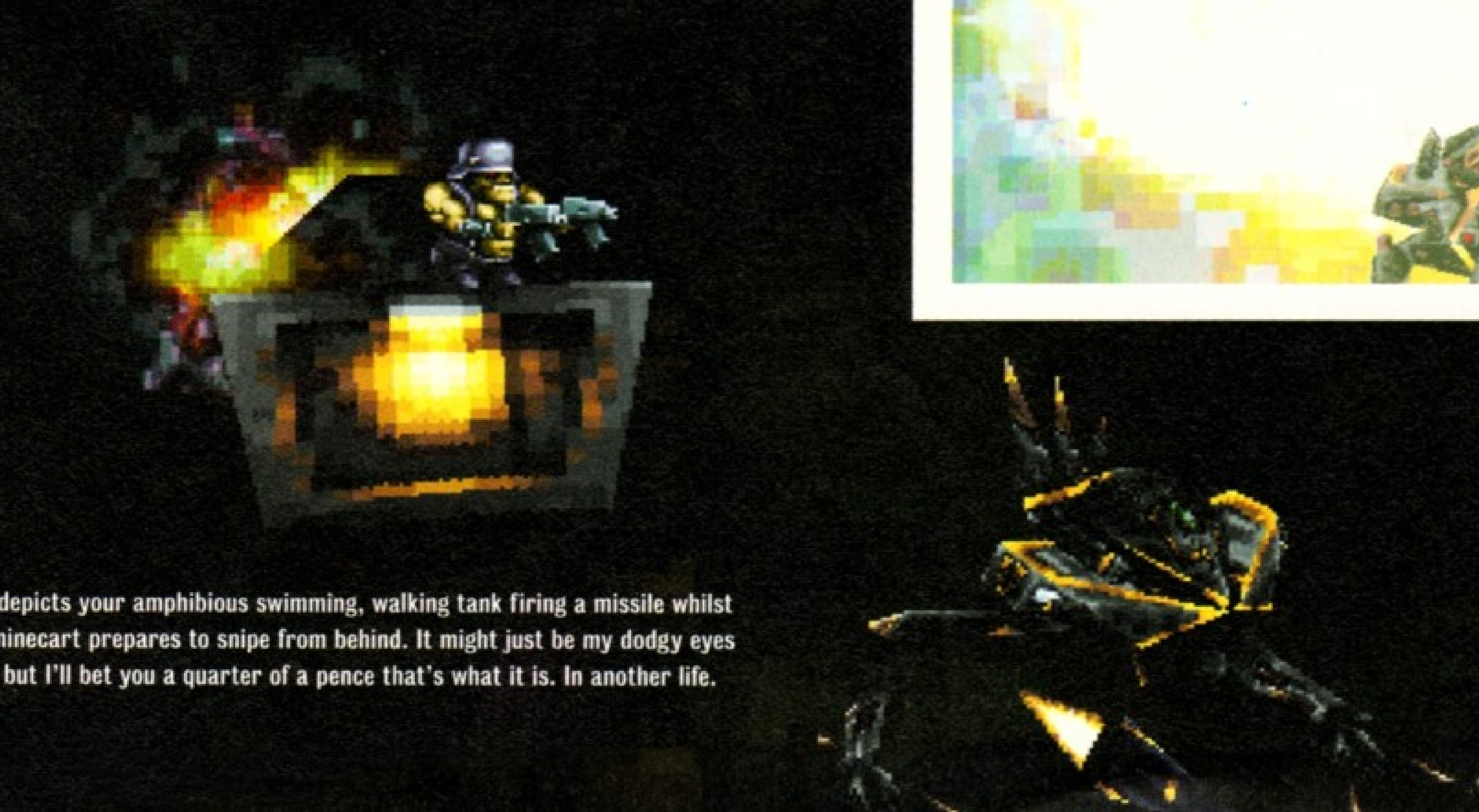


This is quite a nice picture, isn't it? Well done, me.



That little red box highlights your nearest target.





This artwork depicts your amphibious swimming, walking tank firing a missile whilst an ogre in a minecart prepares to snipe from behind. It might just be my dodgy eyes deceiving me, but I'll bet you a quarter of a pence that's what it is. In another life.



scorcher

Prepare for Scorcher marks in your pants!

PUBLISHER	GAME STYLE	RELEASE DATE
Scavenger	Racing	November
ORIGIN	The oldest original title you've ever heard of.	
IT'S A BIT LIKE	WipEout. Only different. No guns, for starters.	

Years and years ago we, the amazing staff of SSM, unveiled a small new Sega-affiliated software house known as Scavenger. Scavenger, you may recall, was a collective of tiny programming teams poached from other arenas. Then, after showing us lovely demos of a couple of their titles which seemed to break whole new ground for the Saturn, Scavenger disappeared, for no apparent reason.

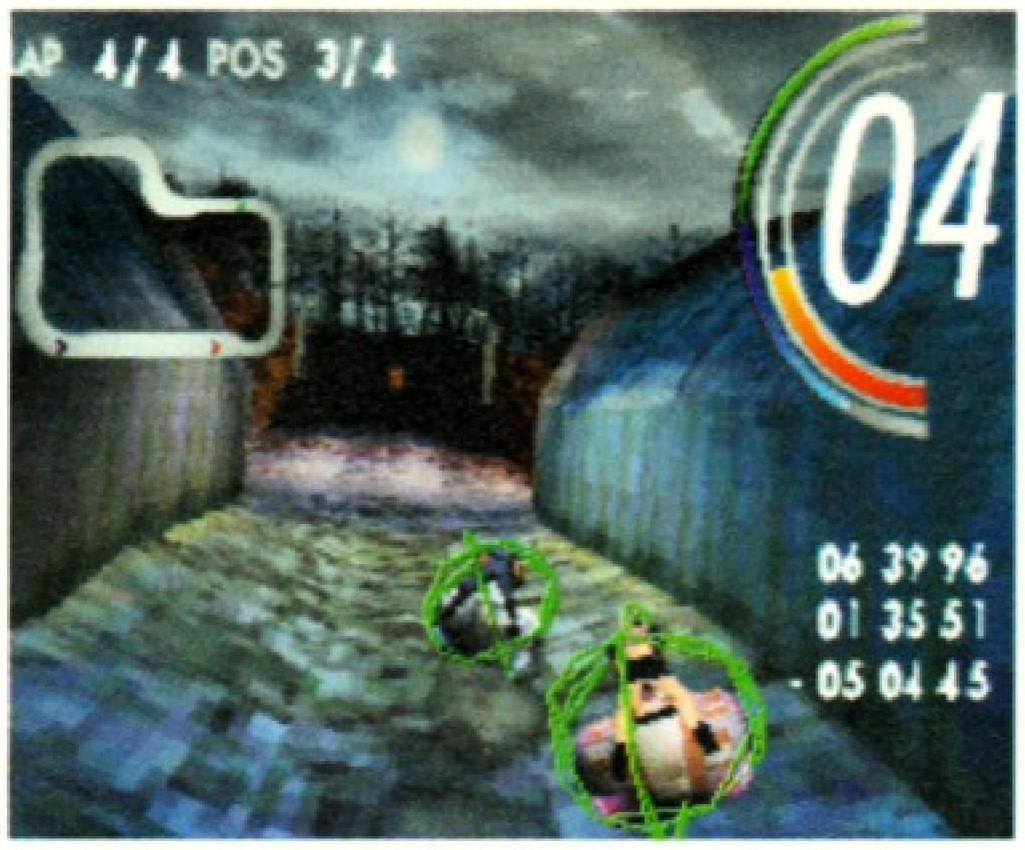
Well now, at last, they're back, and this time they've brought their games. Scorcher, their lead title, was impressive enough in its early 30% complete state, and has moved on considerably since then.

For the uninitiated (ie – anyone who bought their Saturn sometime in the last century, which Scav have spent in the wilderness), we'd better tell you a bit about Scorcher. It's a futuristic race game where you play the pilot of an anti-gravity floating craft. Luckily though, that's about it all it shares with WipEout (which it will doubtless be incorrectly compared to forever). This floaty thing is in fact a strange kind of forcefield bike which you must ask to negotiate a series of increasingly winding roads, sometimes on two or three levels of elevation. Sometimes you'll have to jump up to a higher road, or drop down into strange tunnels, to complete each lap. There are obstacles all over the shop, not to mention the competing bikes, which all conspire to make your life extra extra hard. Not that they need to bother, really, because your nimble lightweight vehicle provides enough trouble of its own, bouncing around maniacally at the slightest bump. As is so often the case with decent race games, learning to handle the individual transport is initially as much of a challenge as facing the tracks themselves.

> **"The courses are carefully – nay, lovingly – produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. How very very pretty. Watoonga!"**

Scorcher initially won a lot of attention for its graphics. The courses are carefully – nay, lovingly – produced in full 3D in about a zillion colours, and rendered to follow all kinds of curves and shapes. But given that this was about eighteen months ago, things have moved on considerably in this fast-paced world of technology. However, having copped a butcher's at the latest 90% finished version, we can say that Scorcher still looks hot. The light sourcing adds a lot of atmosphere, there's an awful lot of roadside detail and the clever clip-masking ensures that the whole thing runs super-smoothly. Even if that does mean all the races take place at night or in the fog. Still, them's the breaks. You'd only moan if they didn't bother and you could see all the clipping in the horizon. So you'll get what you're given and be grateful, I reckon.

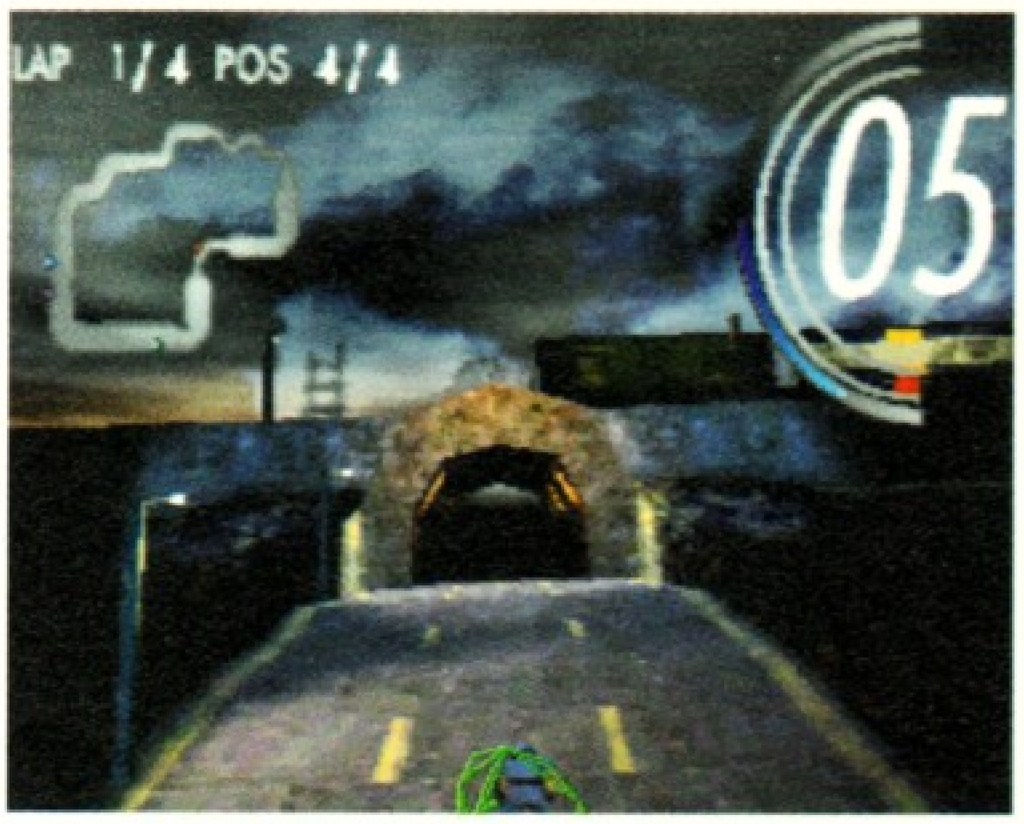
Anyway, despite the Saturn having been blessed with some awesome race games in the last year, Scavenger seem positive that there's a place in your software collection for their baby. Judging by visuals alone, we'd have difficulty disagreeing with them. Plus, they're bigger than us, so we wouldn't. But, on the subject of gameplay, we don't care how hard the producers are – we're willing to be brutally assaulted for our opinions. Luckily for us, we're not sure yet, but it looks like Scorcher might be the same by name and nature. There are a few bugs yet to be ironed out, and some potentially fatal slowdown to eradicate (which the team promise they'll do). So far, though, this looks to have been worth the wait. And boy, what a wait it's been. Keep your eyes peeled for a full review next month. Or the month after.



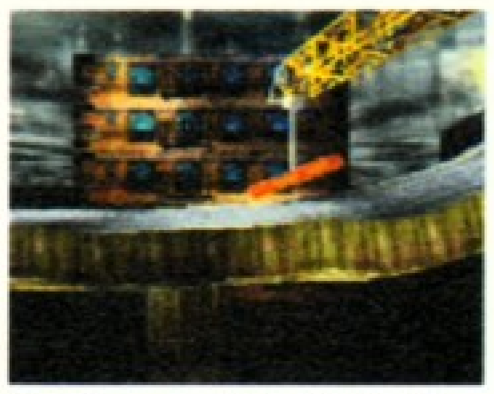
It's the Freestyle Hamster Wheel Racing Championships!



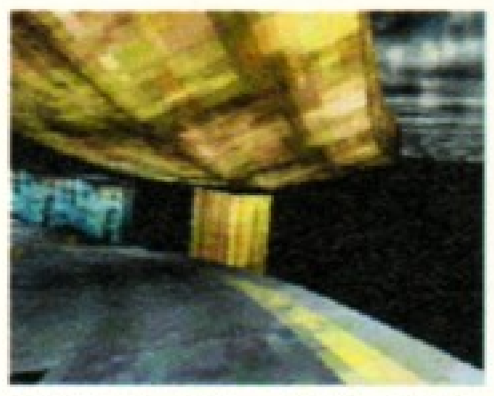
My money's on the reigning champion – Hammy.



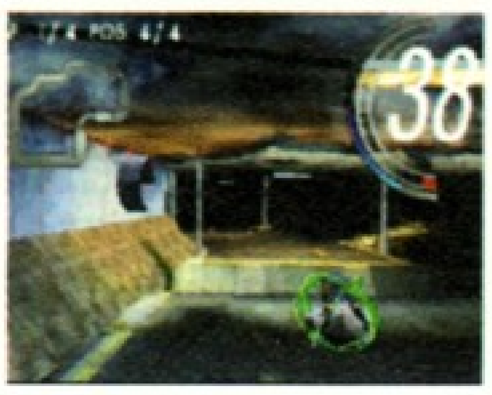
The undulating terrain provides a realistic feeling of motion. And the lighting helps too. Like, when you go in that tunnel, it gets all dark and that. Just like real life. Brrrrriliant.



Don't worry, kids, this isn't a weird part of the game. It's from the intro.

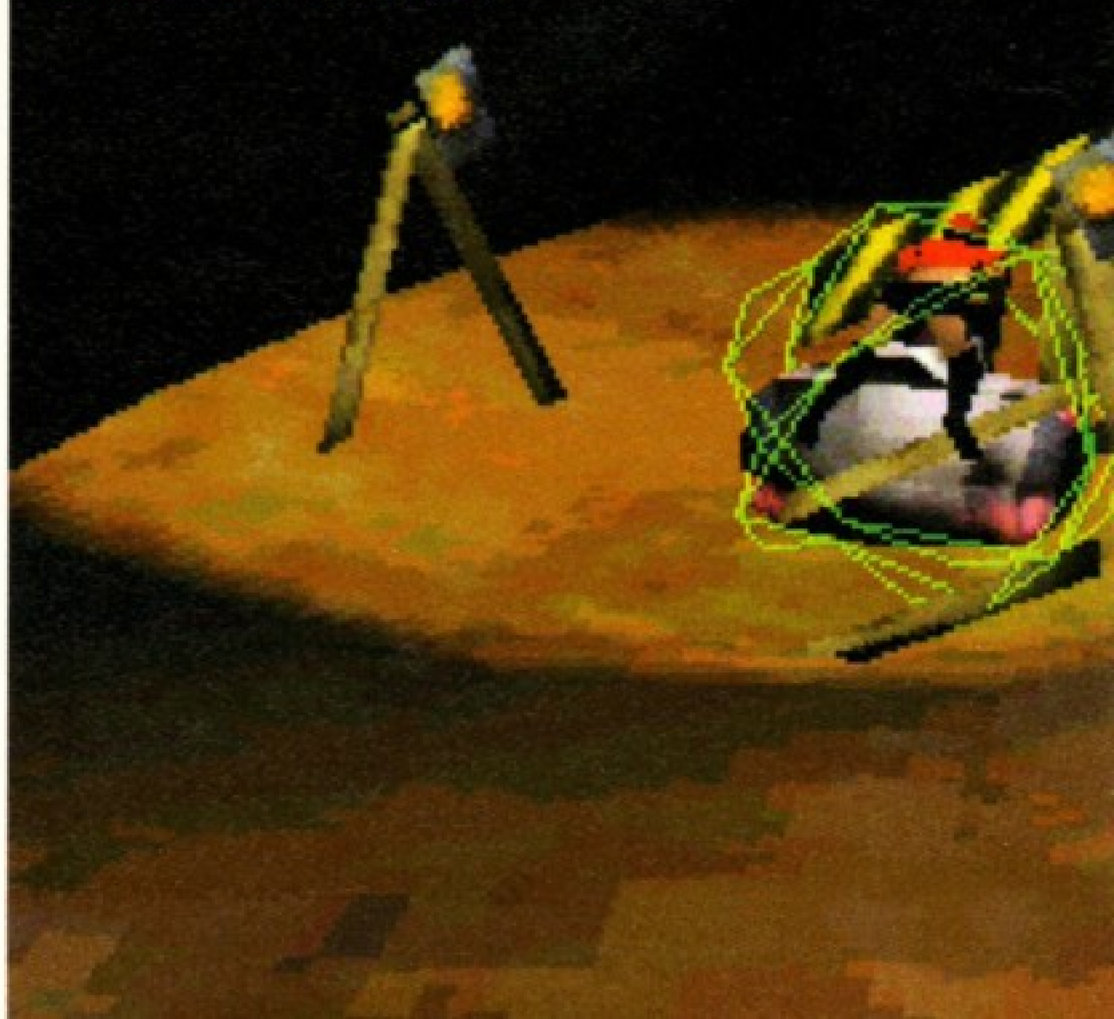


As is this. Although they both look a bit like the usual graphics. From another view.



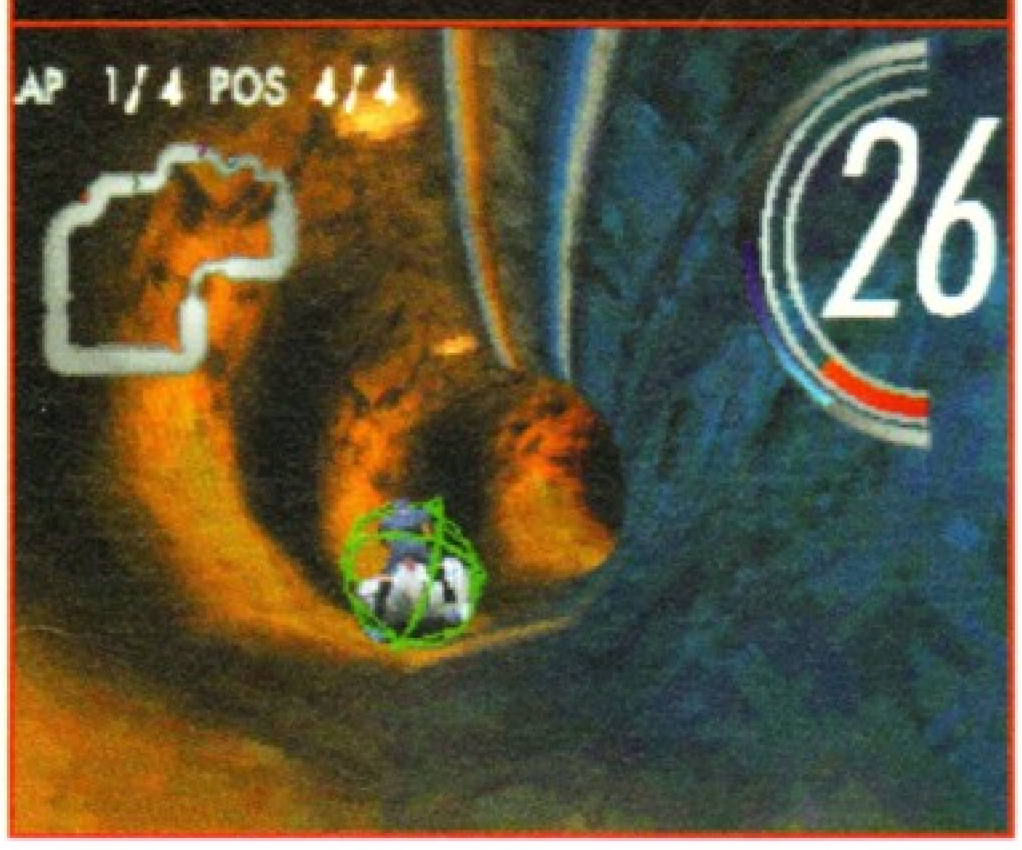


Some artwork showing all the fun you can have racing your little scooter thing in Scorcher.



32 HEX

Real Dave Kelsall-style ancient games crones may have heard of Scavenger some years back. That's right, this is the team who first garnered plaudits for their amazing Megadrive 32X demos. To be bluntly honest, the graphics looked not unlike the current Saturn games from their stable. Not that this is a bad thing, as the demos were ace. But luckily for their bank account, Scavenger never actually got around to releasing a game for Sega's doomed peripheral. Anyway, that just goes to show how a) good and b) clever Scavenger are.





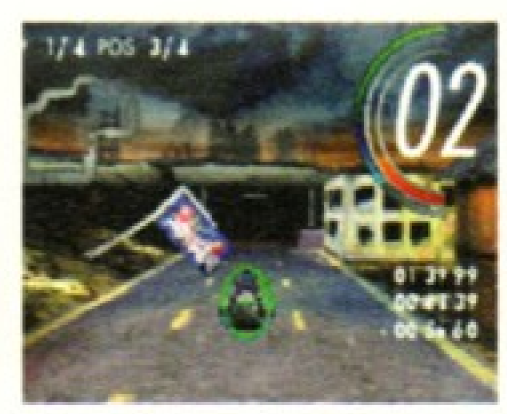
This is what we in the trade refer to as a hi-res image. That doesn't mean that it's a very tall building. It means it looks nice.



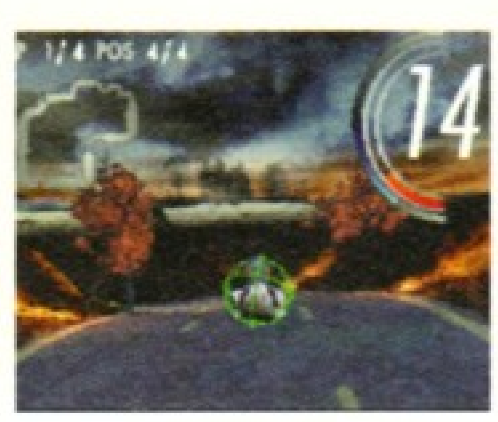


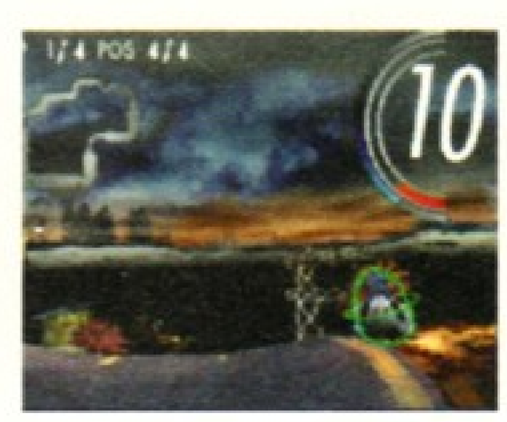


That crackly yellowness shows that something has happened in the game. Like a power-up, or something else.



Who'd have thought that a Saturn game set in Stoke would ever see the light of day, eh? What a town.







The yellow vector graphics stuff looks all exciting. Don't try to collect it all, though.





Look at those backgrounds. OI! I said LOOK! Don't just lend a cursory cast of eye to them, have a good full-on BUTCHER'S and tell me it's not LOVELY.

CLIP 'ROUND THE EAR

Clipping has been the scourge of polygon games from the off. Barely had Virtua Racing hit the world and stunned the populace than some smart-arse was pointing at the screen and moaning "Look – you can see all the horizon appearing in blocks. That's crap". Well thanks for nothing , you miserable get. Thanks to miserable people like you, poor overworked programmers have to find ways to avoid this "clipping" problem.

Scavenger have one of the most unobtrusive ways of doing this. They "mask" the horizon in semi-translucent tones, simulating darkness, mist or water. This allows objects to seemingly appear smoothly, when in fact it's just the clipping is hidden behind some pretty colours. Well done, chaps.



PREVIEW

HEXEN



It's another classic id game!

PUBLISHER	GAME STYLE	RELEASE DATE
GT Interactive	Shootey/Adventurey	Soon
ORIGIN	Doom sequel translated from the PC original	
IT'S A BIT LIKE	Doom with magic and RPG aspects	

After literally years of no decent Doom clones being available for the Saturn, suddenly a whole bunch of them are coming up fast. Out now in your local software shop you can purchase Exhumed - a frankly stunning game. Also, the games that started off the entire genre are headed for the Saturn. Doom you'll know about (as we covered it last issue) and this month we take a fuller look at Hexen, the mediaeval adventure rendition of Doom with tons of extra bits.

Being developed by Probe Software (of Alien Trilogy fame), we can report that the Saturn translation of Hexen is looking very hot indeed. Everything from the PC version has been retained (including some of the ace mist effects) and the game's speed is most impressive. Although not quite as fluid as Exhumed, you shouldn't really have any complaints.

> "All the character classes, the weapons and the magical power-ups are included and the "hub" elements of the level design remain in evidence."

The big news though, is that the Hexen adventure remains just as ace as it was on PC. All the character classes, the weapons and the magical power-ups are included and the "hub" elements of the level design (you can revisit previous levels and take different routes through) remains in evidence.



Also, it's been confirmed that Hexen (and indeed the forthcoming Doom) use the Saturn link-up cable, which should actually mean that the lead in question will finally get a release over here. It's well worth the effort - the DeathMatch action in games originating from id software is guaranteed to boost the longevity of the title. Also, it's great to see that the link-up aspects of the game are actually being coded in the Saturn version (unlike WipEout and Destruction Derby, for instance). What is also quite amusing is the ability to use magic to transform your opponent into an easily destroyed (and probably stinking) pig!

So, all in all, it would appear that GT Interactive are on to a winner with Hexen. How the finished product matches up to the similar Exhumed remains to be seen, but with the id software pedigree behind the title, it should be a classic in the making.



(Above) Magic rings – they're always a winner. As are the corpses rotting away behind them in fact. Expect some gruesome scenes in Hexen kids!



Have you ever danced with the devil in the pale moonlight old chap? No? Oh but you must! He moves so well on his hooves and can even break dance.









...And you shall know the terror of the Hellfire. In the land of Gelrog you will discover pain! In the abyss of Mandek you shall find despair! In the valley of Von you shall know eternal suffering! And in the back garden of Frank you will be asked to mow the lawn!





DOOM UPDATE

We were going to bring you more Doom action this month. However, it transpires that the Saturn code has been substantially revamped since last issue's mini-showcase. Developers Rage Software are concentrating on reducing the raggedy nature of the textures and are intent on massively improving the game's fluidity. Compatibility with the analogue pad is also being coded. More next month.

Little Johnny was enjoying the sedate pace of his new lift to school, when...



letter™



Hello again, readers. Another day, another dollar. Which, at the current exchange rate, tells us the SSM staff slave their guts out for around £3.33 a week (plus all the TWIX®™©®® bars we can eat). Hardly a fortune by today's harsh competitive pay standards, we're sure you'll agree. Aah, but we're not in this game for the money, kids – we're not even in it for the glory. We're in it for the sheer love we have, love for both Sega and you, the great Sega-playing public. Each and every one of you. Please don't let this become an unrequited one-way relationship. Write to us at CULTURAL ELITE SIGN-UP SHEET LETTERS, SEGA SATURN MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You may get a prize. If you don't, tough.

A VERY GENUINE NUTTER CALLS

DEAR SSM,

I thought i would write in with a Fantasy about a game i am looking forward, to..... I was walking along feeling dejected because everybody could kick sand in my face, when i saw a Banner, stating, GRAND TOURNAMENT, INTRODUCING, THE FIGHTING VIPERS, so i, went along to pick up a few hints,.... There was a very Beautiful young lady, dressed in, Red, waiting for her Bout,... I asked her if she would teach me to Fight, after. She said OK,.... She was a very good Teacher,.. But if I erred, she really gave, me, the Bum's rush,.. literally, i might add,.. But in a while, I exceeded, her – expectations, and i think she fancied me, as i, did, her..... I asked her name, she – said CANDY,.. I said, Well CANDY, I've got a Sweet Tooth,..... She smiled, – Impishly, and fell into my arms. THE END.

I know it's a little weak,... but i'd be happy to see it printed in the Mag, as i'm – Easily pleased.

Regards

Phil Furness, Oxford.

You're a severely dangerous individual.



Remember this kids; fancying games characters is not only very sad but also drastically affects your grammar.

I NEED SUPPORT!

DEAR SSM,

As a devoted fan of SSM and a complete Sega freak I felt an uncontrollable urge to write this letter... WAKE UP SEGA, WE NEED SUPPORT!

When I first considered the jump to a Next Gen console it was a well thought-out and researched decision. All my colleagues owned PlayStations which put that particular console high on my list. But I read the press, did some trials, and made what I think was the best decision, I bought the Saturn.

What a piece of kit it is. As a former Megadrive/Mega-CD owner (which both were the business!) I can only say that I was astounded by the difference. Graphics and sound are out of this world.

The only real problem I can see now is marketing strategy. Now that both consoles are, well, a lot less than I paid for mine, Sega's return must come from games and accessory sales. There does seem, however, to be a small problem with this. Take a look around the high street PlayStation shelves outnumber Saturn shelves three to one. How can this be, aren't Sony new to all this, aren't Sega the best at games and sales, where is all the support we're used to? When you read press advertisements both consoles are well established, with what looks like a comparable amount of games available. Why then is the high street so different? This, after all, is where most people make the decision and purchase their console. Am I the only one who has noticed this? Am I the only one with any concern? The Saturn is a brilliant development, don't sit on your laurels Sega, give us the support now we've backed your horse!

Steve Eckersall, Ovenden, Halifax.

To be fair, Steve, this isn't so much Sega's fault as that of your friendly local retailer. They're the ones that choose which games to stock, and at the moment many of them seem to be favouring loads of rather insipid-quality PSX titles over the current flood of quality Saturn games. Hopefully this situation will change around Christmas, when Sega are predicting they'll sell rucks of Saturns. Huzzah!

DATEL? UP YOURS!

DEAR SSM,

I can't agree more this the comments made by Karl Swan in issue 11 about the Datel Action Replay cartridge. For £50 all you get is a total of 45 different game codes, only SEVEN of which are for UK games (the rest for bloody imports!), which includes old-ish games like Victory Boxing and Shinobi-X.

On the box cover it says "Enter new cheats as further games are released – Flash EPROM Technology means that all new entries are added to the built-in cheat menu". WHAT! Flash EPROM Technology? New entries added!?! And what of the "high speed comms port". That's good for the lucky few who own both a Saturn and a PC to connect it with. The rest of us have to wrack up high 'phone bills to get passed on to other departments, given other 'phone numbers to try or not even get an answer at all!

If only they would release new codes to magazines like this esteemed publication, and print them for us like they did with the 16-bit Action Replay and Game Genie carts.

I'm sure that many people will actually buy the cartridge knowing what effects it can make to top title games after seeing them printed in magazines. I hope you will be printing such codes in SSM so that we can use them to find other codes and maybe send them to you.

Hope you can help all us Datel Action Replay cart (conned) owners.

David Kimmings, Acklam, Middlesbrough.

Yours is about the millionth letter we've had making this complaint, so it's obviously a bone of contention out there. We can't print codes we don't get, David – and given the scarcity of Action Replay owners (especially ones who actually like the thing) we're not sure if it's worth the space. Plus, most codes end up along the lines of "Play Sub-Zero in paisley colours" or "Crash the game every time you jump", which doesn't seem particularly worthwhile.

I DON'T UNDERSTAND CAPITALISM

DEAR SSM,

What are Sega doing? In issue 10 Charles Livesey wrote in and said that Sega are going to convert all their best games on the PC. Are Sega stabbing us FAITHFUL Saturn owners in the back or what? I mean, we might as well have gone and bought a PC and get the best of both worlds, but no we didn't, we decided to stick with Sega through the 32X to Mega-CD to MultiMega which as we all know are crap and aren't worth a penny but still we bought them. It took Sega three tries before they could come up with the amazing Saturn. Now we find out that wasn't worth the money either – everything the Saturn's got the PC already has or is going to get. The PC has Internet access, all of the best games that are on the Saturn will come out for

the PC (what are the bets that the PC conversions will be better than the Saturn's?). One reason I bought a Saturn over a PC was so I could play Saturn-only games by Sega. I know Sega have to make money to keep their company thriving, but whatever happened to loyalty?
Kevin Reardon, Beckton, London
PS If you don't print this I will know I'm right.

Consumerism happened to loyalty, Kevin. If you don't like the system, don't whinge about it to us – go and burn down a bank or something.



As Adrian Morley enthusiastically points out, Guardian Heroes is a game with loads of depth, loads of action and some pretty smart characters to boot.

THE ACCEPTABLE FACE OF GAMING

DEAR SEGA SATURN MAG,
Right, according to my family "this computer thing is all crap, why not go outside and play?". Why oh why do I constantly hear quotes similar to this one? Family always mock computer games for no reason. It's like they've been programmed by an alien race to destroy all computer games. WHY? Have you ever been told off by your mum for being inside too much? Parents note: WE LIKE BEING INSIDE SO STOP NAGGING!!!

Chris Houson, Olney, Bucks.

PS Blur are better than crappy Oasis.

TO THE AWESOME POWER THAT IS SSM,
The other day I was playing snooker at the local club and thought "Why not have snooker on the Saturn?". Picture this – Embassy Pro Snooker. It could feature all the top players such as the likes of Stephen Hendry and Ronnie O'Sullivan, it could have full commentary non-stop, and of course the typical Saturn excellent graphics.
I'd also like to add something, because lately people who enjoy video games are being slagged off as being sad. This is not the case, I am an excellent snooker player and enjoy playing football and cricket. I'm out with my mates a lot, I'm a massive Blur fan too. Also I have a steady relationship going (hi Helen), so there. My Saturn just passes along those boring Sunday afternoons in the house and makes my life a tad more interesting.

Carl Heath, Castleford, W. Yorks.

I've seen the connection here – people whine about gamesplayers being sad and lonely because they're Blur fans! It's got nothing to do with games at all! The whole image of the scene could be completely reversed if only we could encourage some respectable music tastes!

WHERE FANTASY MEETS REALITY

DEAR SSM,
You recently asked for fantasies linked to the Saturn and its games. Well mine goes something like this –
At the moment I'm a British soldier with IFOR in Bosnia and in my fantasy I'm taken to my Saturn's chips and BITs and given a challenge. If I complete it I get another two weeks leave pass home to the UK. The challenge starts on a train where all these baddies are shooting at me and I have to get them before they get me in a Virtua Cop sort of a way before I find a Stratos rally car of all things, of Sega Rally fame. From here I drive through the countryside at breakneck speed but with a twist – I'm being rammed and shot at by these baddies again but being the driving hot-shot I am it's not long before I'm at my final destination – the Arena.
Here I have to defeat one by one the characters of Virtua Fighter 2 before getting the prize. Unfortunately I've always had problems with Akira so it looks like I'm stuck here until the end of October!

Steven of Bosnia.

That sounds more disturbingly similar to your present reality, Steve. Hope you don't get shot.

I'M A SKIVING SHIFTLESS IDLE GOOD-FOR-NOTHING

DEAR SSM,
I've just taken a day off work to recover from a brilliant night out in Newcastle. My chosen recovery method was to set the Saturn up so I could play it in bed and drink loads of coffee.
Unfortunately I still feel terrible, but that's beside the point, which is that ANYONE who cannot enjoy the gaming phenomenon that is Guardian Heroes is not fit to own a Saturn. The computer equivalent of social services should come round and find a foster home for Kamran A West's machine. What more could you want from a game? I've just finished it in Story mode for the first time and I've still got six more finales to discover, not to mention playing as other characters and the two-player option. It's a crowd pleaser too, with my six-player adaptor (purchased for this game) I spent several hours after the pub with four mates playing various team/every man for himself/all gang up on one person-type situations and it was a fantastic laugh.
I suspect you only printed Kamran's letter to provoke controversy, so as a measure of your success could you print the number of letters of support for GH that you received this month.
Thanks folks, I'm off back to bed.

Adrian Morley, Clayton St. West, Newcastle-Upon-Tyne.

Well Adders, let's hope your employers aren't reading this or you're right in the cack. Anyway, we got LOADS of letters defending Guardian Heroes from Kamran West's unqualified onslaught, and NOT A SINGLE ONE agreeing with Kammers. Which just goes to prove we must have been right about GH being brilliant. As usual. Hope this is worth your impending unemployment.

THANKS FOR NOTHING, CHRISSY-BOY

DEAR SSM,
When NMS talked about SPROLYGONS they were trying to say that they were taking 2D sprites and 3D polygon based sprites and then making them look uniformly the same, so you (the player) could get a more detailed and clear game to get into.

Chris Taylor, Treorchy, Rhondda, Mid-Glamorgan, Wales.

Yeah? So what? Since when did we ask your opinion?

BUY A SATURN

DEAR SSM,
I have been saving all my hard-earned pounds for a new games console. I already have a 486 DX4/100 PC but games need too much memory. So please could you tell what games console is best?

Nick Stores, Manchester

The Saturn.



HOW FAR CAN I FIT UP YOUR BACK PASSAGE?

DEAR SSM,
Your mag rules, the SSM team are ace and yes, I have to agree with Sam, Rich does look like Data out of Star Trek. I can just imagine him saying "Inexplicable Captain. The androids appear to have demoralised the hydrologic centro-meters" *(er, no, but I do like the repeated use of the word 'intriguing' -* Rich). Anyway, on with the letter.
I would like to congratulate you. Not only do you provide a fantastic mag etc etc but your NiGHTS review was incredibly accurate. It does deserve all 96%. I, not ten minutes ago, completed this masterpiece of programming. The glitches with the game you thought are also correct. Yes, the game is too easy, but yes you will return not only to get an A in all the levels but also to see the cute Nightopians develop and grow. I still can't get over just how good NiGHTS really is. Oh, and incidentally, anyone struggling to get to the end: keep trying. The ending is most definitely worth it.

Stuart Chapman, Hythe, Kent.

There you go readers, we're right again. God, we're fantastic. Someone should give us Knighthoods. Like the Queen, for instance.

WHAT YOU'VE BEEN TALKING ABOUT THIS MONTH
Guardian Heroes is ace! **So is NiGHTS!** The Action Replay isn't! **Why is games packaging so crap?** The man in EB chased me out of the shop!

Q&A

As Bob Dylan was apt to point out, "the times, they are a-changing". And here at the humble Q+A folk guitar, new strings are being added and old ones retuned. Joining Mark Maslowicz in an Art Garfunkel sort of way, is our very own editor, Richard Leadbetter. He'll be covering any questions that are not Sega specific, using his vast memory capacities to prove that he is indeed 'The Master'. At least, a master to himself and the vagabond midgets he runs rackets with down Leather Lane Market. But that's another story. Anyway, send your questions to RICH OVER TROUBLED WATER, Q+A, SEGA SATURN MAGAZINE, 30-32 PRIORY COURT, FARRINGDON LANE, LONDON, EC1R 3AU.

NIGGLED

Dear SSM,

I love your fantastic magazine almost as much as my Sega Saturn but I have a few niggling questions that have been, well, niggling.

1. Will the Saturn be able to handle VF3 (All the sand/leaf/snow/office window effects) without it suffering from chronic slowdown or pixelation? (And don't say some crap like 'Yu Suzuki says so, who are we to argue')
2. Will the NiGHTS 3D controller be compatible with Tomb Raider?
3. Any news on Syndicate Wars and/or Mortal Kombat 4?
4. Will Hardcore 4x4 have a two-player split-screen mode?

1. It won't be arcade perfect but will be better than most people's expectations. It's impossible to say yet if certain features will be possible until AM2 confirm it's definitely coming to Saturn and whether any form of cartridge will be used. 2. Don't think so. 3. Syndicate Wars is definitely Saturn-bound. No news on MK4 though, that's probably because it isn't even in the arcades yet. 4. Maybe.

NOT KEEN ON EXHUMED?!? (WHY NOT YOU FOOL)

Dear SSM,

As you're the COOLEST GAMES MAG around, please answer my questions to put my mind at rest.

1. Do the high capacity memory carts I have seen around invalidate my Saturn's warranty?
2. I want a Doom-style game, with lots of puzzles and mazes. Should I get Alien Trilogy or Doom (I'm not that keen on Exhumed)?
3. Are there any football management games coming out as I saw one called Football Manager in an advertising booklet I picked up? 4. Will the keyboard be released in conjunction with the modem and will there be any software packages for the keyboard (like a word processor)?

Keith Ovanden, Gunthorpe, Peterborough.

1. Use Sega carts and be safe . 2. Of the three games mentioned, I would recommend Exhumed. I don't care if you're not keen on it - your letter is dated before the game's release, ergo you haven't played it. Trust me: it's better than Trilogy, and more clever than Doom. 3. No current news, but it surely won't be long. 4 The keyboard will be available but software packages like a word processor are unlikely for now. More news early next year.



It would seem that the lust for Doom-style games like Exhumed and, er, Doom is insatiable with you lot.

"BYE" TO SAM

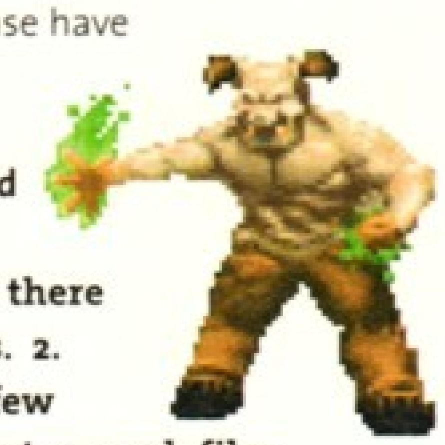
Dear SSM,

Hello again. I've just returned from a week's holiday at Devon and I played on a load of arcades games down there such as: Sega Rally, Virtua Cop 2, VF2, Daytona and Manx TT. Wow! Also I'd just like to say "Bye" to Sam. We'll miss you. And also welcome to the helm Rich. Here are my questions:

1. My parents absolutely loved playing Bug! and they found it very hard indeed. Will Bug Too! be difficult as well?
2. My next question is for Rich because I too am a big fan of Star Trek: TNG. I'd like to ask what he thought of Generations, especially the saucer crash.
3. My friend, Lee Bennett, is getting a Saturn soon and he loves driving games, beat 'em ups and first person perspective shooting games (like Doom). What would you recommend for him to buy?

That's all I have to say except thanks for printing my last letter. One final thing: will you please have the reviews as they were in Sega Magazine?

Chris Moore, Odsal, Bradford



1. Not quite as tough, but there will be many more levels. 2. Having watched the Laserdisc a few times now I still think it's a decent-enough film, but plotwise it does pale in comparison to some TNG episodes. The new film, First Contact, looks A-C-E though. The saucer crash was brilliant, although the trees looked a bit odd . 3. Simple. Sega Rally, Exhumed, VF2, Street Fighter Alpha 2, Fighting Vipers. And NiGHTS of course, which defies genre. We will have a new reviews style in time for the next issue. It will not be like Sega Magazine, but I don't think you'll be disappointed.

MEMORY UNIT FETISHIST

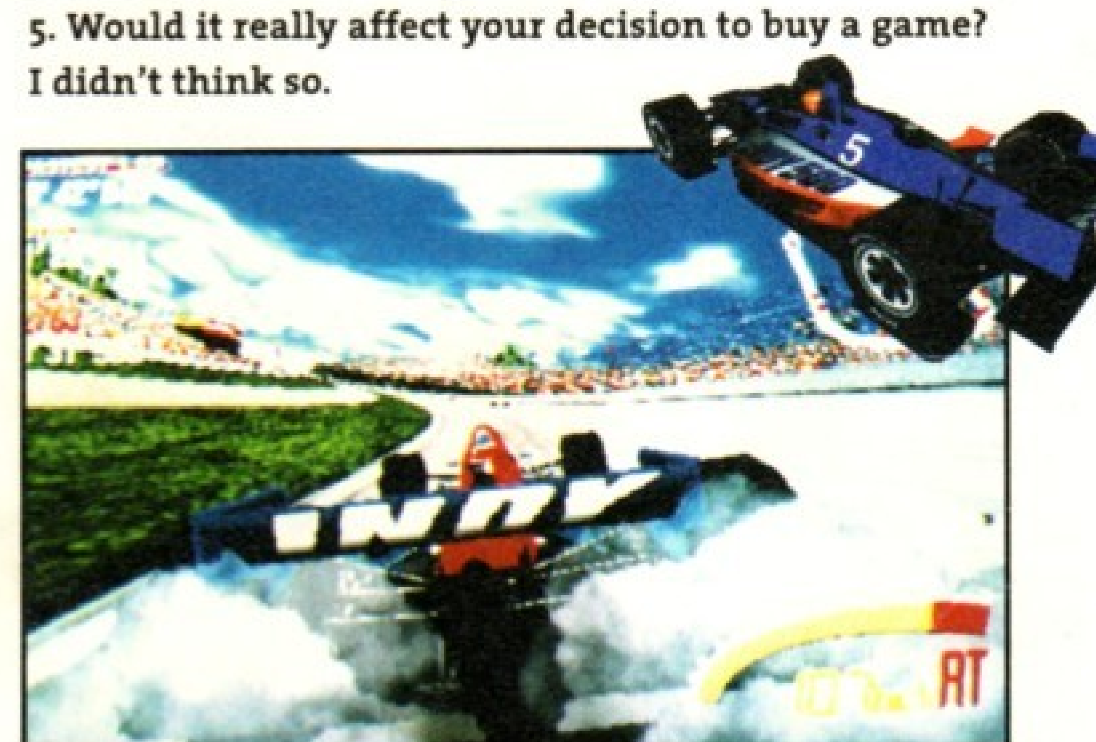
Dear SSM,

I've got a couple of questions I'd like you to answer if you could. Cheers.

1. Gameplay and Special Reserve both sell "high capacity memory cards". They're twice the size of a normal cart and over 100 quid cheaper. What's the catch?
2. I was dead excited when I heard about your second demo CD coming out. However, I reckon that they should be more regular, say about once every three issues. How about it?
3. Will Treasure do a sequel to Guardian Heroes?
4. Why don't you do posters in your magazine?
5. Finally, I think you should put the amount of memory required (in Saturn units) for each game in the info section of each review and in the Out Now sections.

Stuart Chapman, Hythe, Kent

1. Buy an official one to be safe - there's more than enough memory than you'll ever need on there anyway. 2.The plan is indeed to do one every three months in future. It's better to do a few awesome disks than many crap ones. 3.No plans at present, they're working on an all-new Saturn project. 4. If it sold extra issues, we'd do it. Unfortunately our past experience is that sales don't radically increase. In effect, we're flushing our money down the latrine. 5. Would it really affect your decision to buy a game? I didn't think so.



Fasten those seat-belts children. It's the Indy 500!

HOURS OF PLEASURE

Dear SSM,

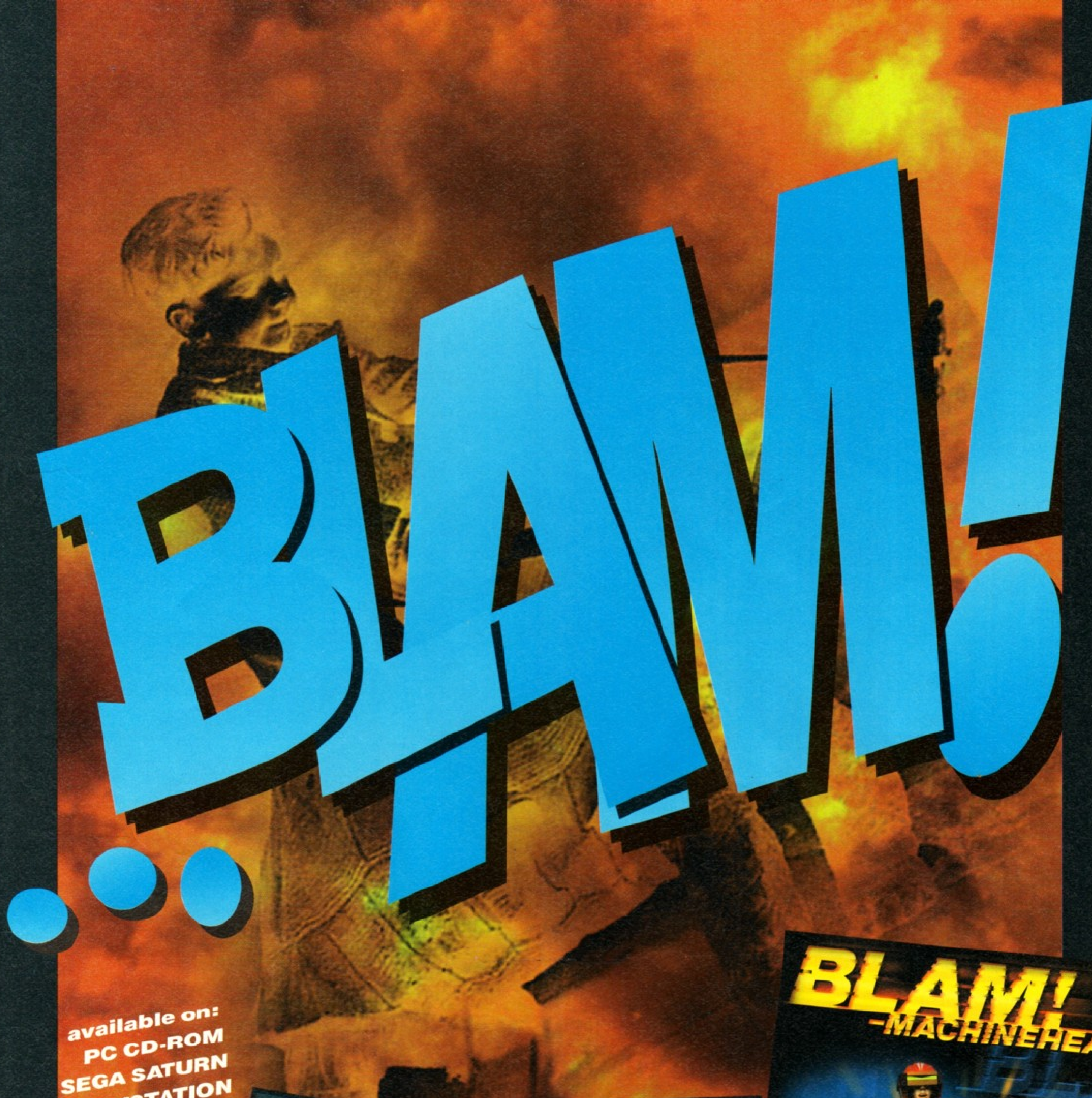
I have some questions for your Q+A section. I would be very grateful if you could answer them.

1. Sega Rally is a fantastic title and it has given me hours of pleasure, but the limited tracks shorten the lastability. I know public demand is high, so is there any chance of a sequel?
2. Could you settle the ongoing and totally boring dispute between Saturn and PlayStation owners. Which is the better machine and why?
3. Do Sega have plans to release popular arcade title Indy 500?
4. Die Hard Trilogy was advertised months ago - where did it go?

Thanks for a magazine that is not only informative and interesting but is not full of adverts and is written in such a way that your older readers can appreciate it as well as the younger readers.

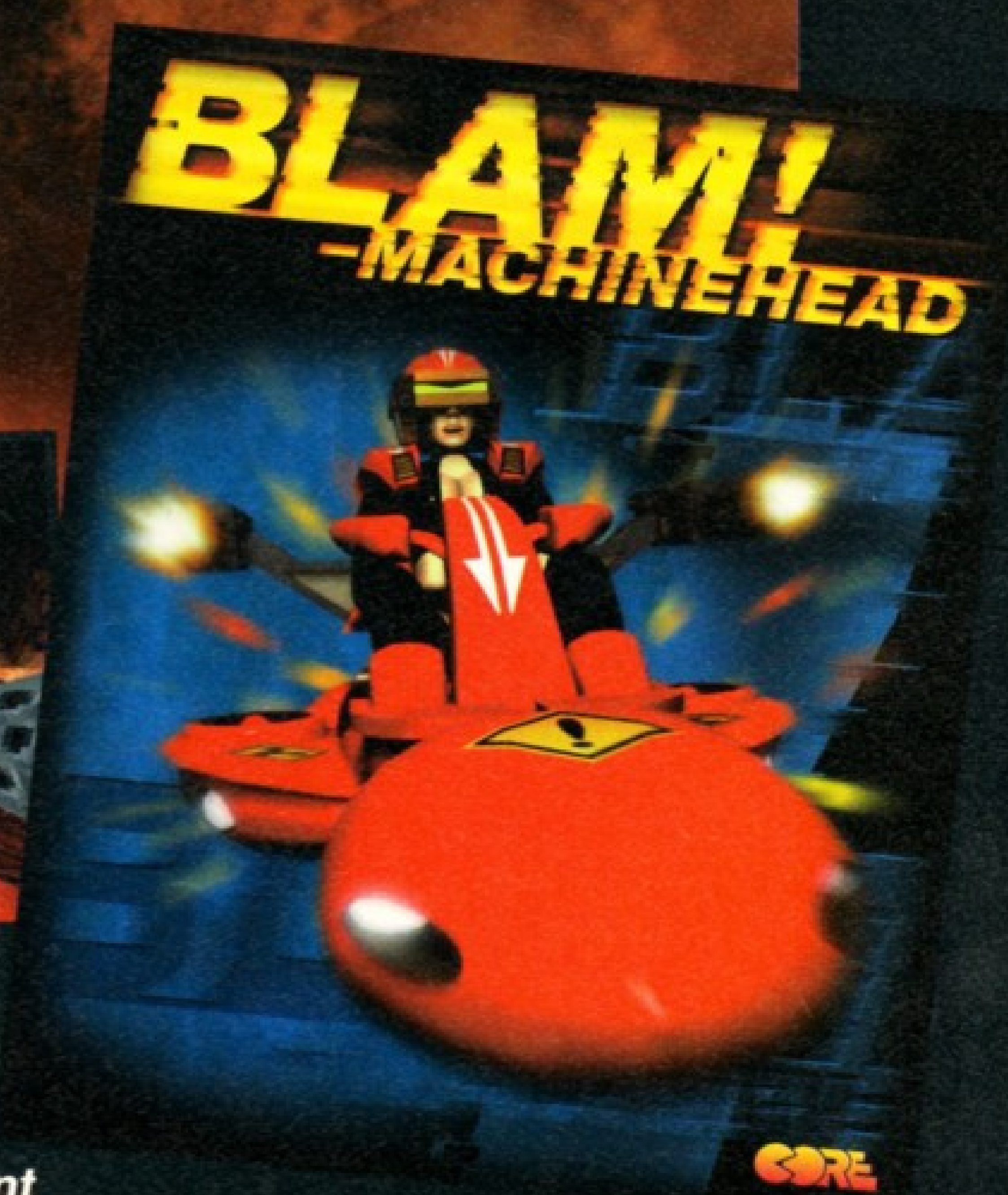
Martyn Parry, Erith, Kent.

1. The new Daytona should satisfy all driving game fans. There may be a Rally sequel eventually. 2. Ooh what a question. For me it's not about hardware but the games and with stuff like VF2 and Sega Rally I'd pick the Saturn every time. 3 Daytona CCE took priority over it, but it might appear eventually. 4. It should be cropping up in the next month or two.



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See! through the eyes of Dr Kimberly Stride as you ride the Vorpal Blade through an insane combination of shoot-em-up action, strategic objectives and B-movie melodrama. **Gasp!** with amazement at state-of-the-art virtual landscapes, tunnel systems and eye-popping FMV. **Laugh!** in the face of danger as you blast through fifteen adrenaline-pumping stages of sheer 3D exhilaration. **Scream!** with terror at horrific hordes of mutated polygonal enemies. **Beg!** for mercy as you face the Machinehead in the mother of all showdowns... **Play!** **Blam!-Machinehead!** for the ride of your life.

EIDOS INTERACTIVE

CORE

Street Fighter Zero 2



RETURN TO ALPHA

It's the saga that doesn't want to lay down and die. And why should it, when its ever-surpassing graphics and gameplay go to make it a consistently popular and proudly upstanding game. Street Fighter Alpha 2 is the latest instalment of Capcom's celebrated beat 'em up, and as ROB BRIGHT found out, it's looking better than ever.



The next step for the Street Fighter series I think, would be to incorporate all of the characters into a multi-nation soap opera. You could call it something like Streetenders or Fighternation Street or Hard Neighbours. I can picture it now; Ken and Ryu would play the Mitchell brothers, Cammy could star as the feisty Charleene (...hang on?!), Akuma's hairstyles qualifies him as the classic Rovers Return barmaid Bet Gilroy, and how about Zangief as that most celebrated of extras, Big Ron.

It's certainly something to think about between bouts on Street Fighter Alpha 2, the latest in the long and illustrious line of Street Fighter games. Originally, the Alpha series was intended to be a bit of a stop gap between the last of the SF2 games and Street Fighter 3. However, its popularity was such – especially in Japan – that Capcom have since decided to respond to the call for a sequel.

Add the plethora of secrets to a massive eighteen selectable characters (including previously hidden characters Akuma, Dan and M Bison), and Alpha 2 establishes itself as the most comprehensive game yet in the Street Fighter series.



ALL-NEW GAMEPLAY ADDITIONS

Although Street Fighter Alpha 2 benefits from all-new graphics and remixes of the old tunes (plus some new ones), the real revelation in the game is in the playability, which benefits from several key additions.

1. Enhanced Alpha Counters

Street Fighter Alpha introduced the concept of Alpha counters, which allowed you to reverse any hit by using up some of your Super Combo energy. This feature has (unsurprisingly) been kept on for Alpha 2 in a new, enhanced guise. Now all characters have counters involving both punches and kicks (there was only one counter per character in Alpha). Basically this comes down to a high or low counter. This gives you more control and means that counters are far more likely to hit home in the sequel, providing you choose the right one.



Ryu's low sweep Alpha Counter in motion...



... and the punch-based Counter variant.

2. Custom Combinations

This is the big new addition to Street Fighter. Charge up your Super Combo energy meter and unleash a Custom Combo. You fighter is surrounded by purple after-shadows and becomes super-fast. You can now buffer in as many moves and special techniques as you want and watch as your opponent is (hopefully) battered beyond all recognition. Marvellous!



Gen's fast enough as it is, but when the Custom Combo kicks in, he's lethal!



Ryu gives it some Custom Combo action. All special moves have no recovery time.

3. More Options

Capcom can see the distinction between home games and arcade ones. Obviously, for the home, more lastability is required. After all, you have paid £50 for lifetime rights to the game as opposed to 50p for a minutes-scaled experience. So, what do you get? For starters you get the complete encyclopaedia of Street Fighter Alpha Capcom artwork, lovingly rendered in the Saturn's high-resolution screen mode.

Of more relevance to the game is the Training Mode, allowing you to practice your combos as well as a Survival Mode that puts you in a pitched battle against every Street Fighter in turn. Lovely.

There have been rumours of an enhanced Dramatic Battle mode pitching two human players against one CPU fighter, but so far nothing has been confirmed. In fact, Capcom have denied it but the rumours persist.



JUSTIFY YOUR SEQUEL!

Competent games businessmen around the world know the 'secret of the sequel' – it can't be exactly the same as before. Of course, many of them only offer this a cursory nod and then try and rip off Joe Public by generally ignoring the rule. But Capcom are a bit smarter than that, and they realise you've got to make your sequels that bit different. The extent to which this rule applies to Turbo or Championship editions is a matter which we'll sweep under the carpet for now. Anyway, here's what's new with the Alpha 2 characters:

SAKURA: You won't recognise Sakura from either earlier Street Fighter games or any other Capcom game knocking about. That's hardly surprising either because she is in fact a totally new character, and the only thoroughly new creation to arrive in Alpha 2. She's also the youngest character yet, nothing more than a hair-ruffling 14 years old. Her fighting style is based primarily on her hero, the awesome Ryu, and as such she has moves which tend to shadow his techniques. Her attacking style actually sees her using a variant on the dragon punch, as well as a wave punch which is particularly effective for taking down opponents attacking from the air.





Sakura's rendition of the Dragon Punch gives eight hits when used with heavy punch!



Alpha veteran Birdie suffers a close range Hadoken fireball onslaught from Sakura!

SURE -KILLING TECHNIQUES	
Waves Punch	↓↘→ followed by any Punch Button
Sakura Punch	→↓↘ followed by any Punch Button
Spring Wind Kick	↓↙← with any Kick Button
SUPER COMBOS	
Vacuum Punch	↓↘→↓↘→ with any Kick Button
Spring One Season	↓↙←↓↙← with any Kick Button
Confusing Sakura	↓↘→↓↘ with any Punch Button



Although similar in Special Moves to Ryu, Sakura has her fair share of new techniques.



This underwear-flashing technique is Sakura's answer to Ryu's hurricane kick.



A close-range mega fireball produces some spectacular pyrotechnics – one of the better additions made in Alpha.

SAKURA
PERSONAL DETAILS

BACKGROUND JAPAN
MID-BOSS SAGAT
END-BOSS RYU
COLOUR:
- **PUNCH** BLUE
- **KICK** GREEN
- **TWO PUNCHES** RED
- **TWO KICKS** DARK GREY

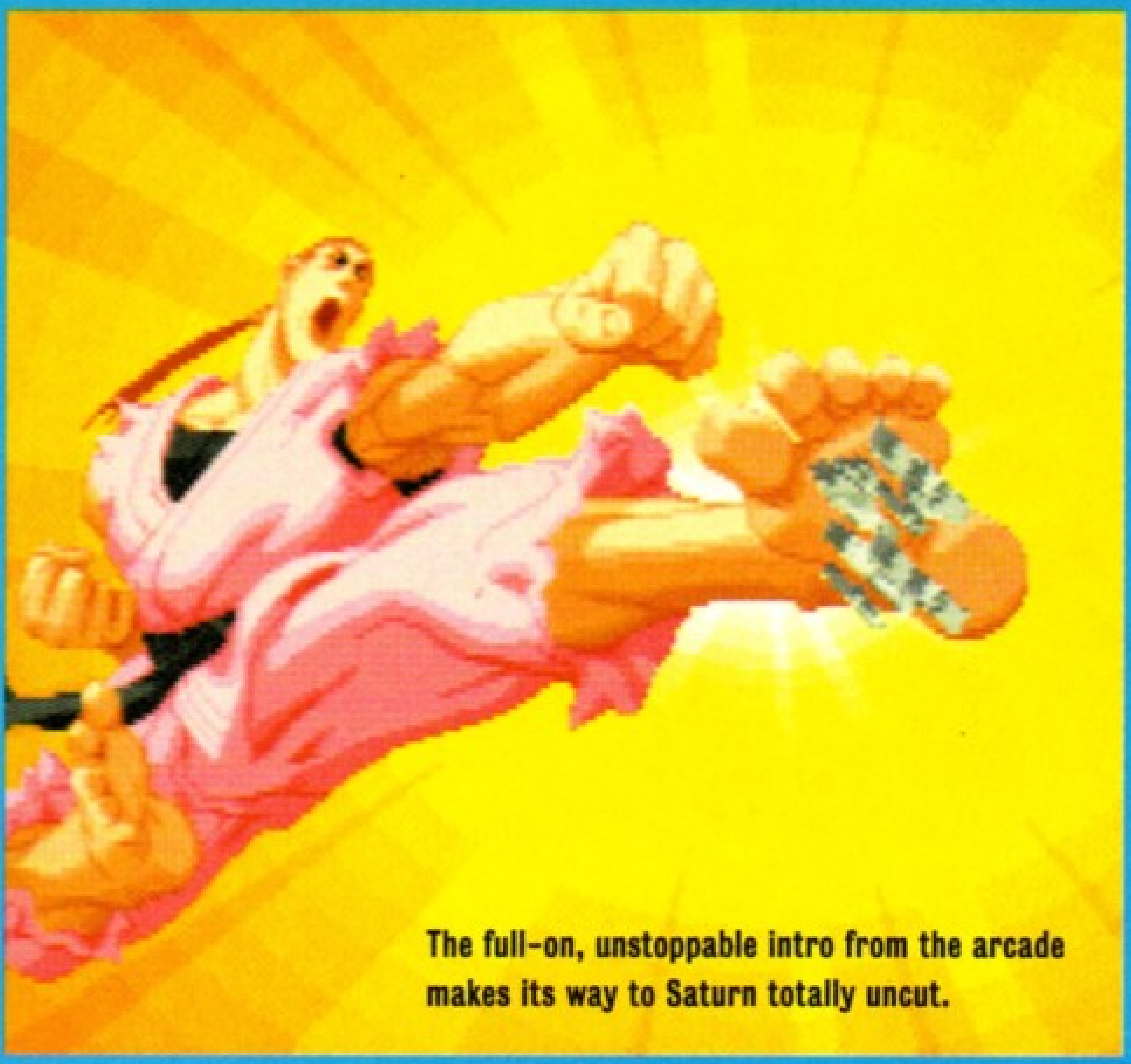
TAUNT SOME GIGGLING FOLLOWED BY ACCUSATIVE POINT AT HER OPPONENT



Two fighters from Street Fighter Alpha that return in the sequel – that's Adon and Birdie by the way.



Chun-Li in her Alpha costume, which actually first made an appearance in the end sequence for Chunners in Super Street Fighter 2 (when you chose to make her a full-time detective!).



The full-on, unstoppable intro from the arcade makes its way to Saturn totally uncut.



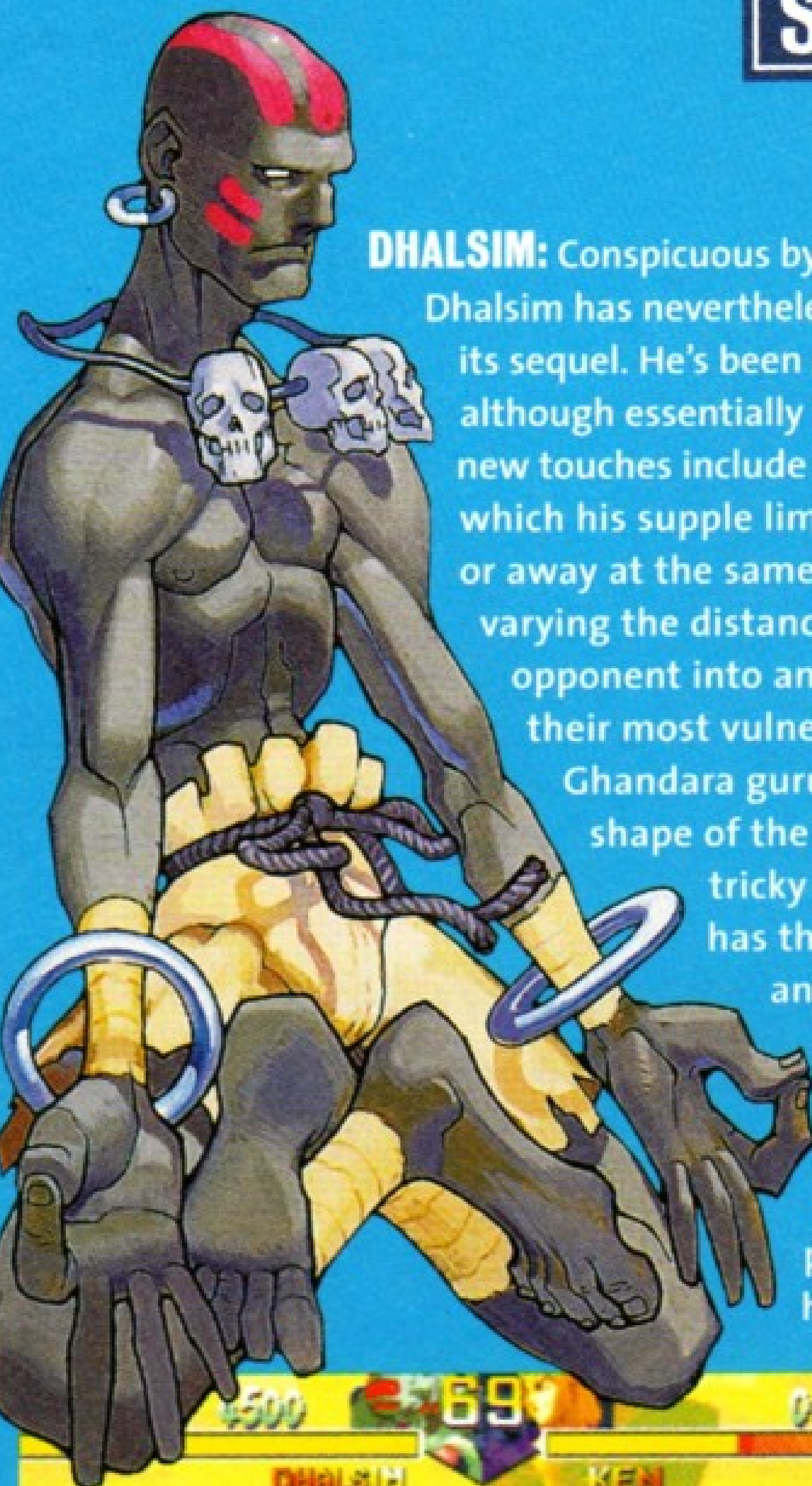






These pics surrounding this caption show that all of the old Alpha characters are back in the sequel. We haven't covered them in much depth here since we're assuming that you've played the first Alpha game. If you haven't, more fool you. Because it has ACE!

SURE -KILLING TECHNIQUES	
Yoga Fire	↓↘→ with any Punch Button
Yoga Flame	→↘↓↙← with any Punch Button
Yoga Teleport	→↓↘ or ←↓↙ with all Kicks or all Punch Buttons
Yoga Blast	→↘↓↙← with any Kick Button
SUPER COMBOS	
Yoga Strike	↓↘→↓↘→ with any Kick Button
Yoga Inferno	↓↘→↓↘→ with any Punch Button



DHALSIM: Conspicuous by his absence in Street Fighter Alpha, Dhalsim has nevertheless managed to stretch his way onto its sequel. He's been made over a little bit for this sequel, although essentially his moves remain the same. Some new touches include his ability to vary the length to which his supple limbs stretch, pressing either towards or away at the same time as the attack is executed. By varying the distance, Dhalsim can cunningly draw an opponent into an attack and then exploit them at their most vulnerable. Another new feature for the Ghandara guru is an aerial defence move in the shape of the 'Yoga Blast', although this is a bit tricky to pull off. Finally, Dhalsim now has the power to teleport just about anywhere at any time (even when getting up from the ground), although to balance things up there's now a longer recovery delay on his Yoga fire. His full potential remains unknown, but he's bound to be most powerful.









The Yoga Blast is a high Yoga Flame alternative used to take out jumping attackers.



Ken moves out of range of the traditional Yoga Fire attack.



DHALSIM PERSONAL DETAILS

BACKGROUND INDIA
MID-BOSS ZANGIEF
END-BOSS M BISON
COLOUR:
PUNCH BROWN
KICK DPURPLE
TWO PUNCHES DARK BROWN
TWO KICKS GREY
TAUNT AFTER CROSSING HIS LEGS, HE FLOATS INTO THE AIR AND LAUGHS

GEN: Gen was around in the very beginning, appearing in the original Street Fighter. In physical appearance he resembles something of a Tennents Super casualty. However, he is unique among the streetfighters in having the ability to fight in two styles. When he takes on his 'Mantis' style he fights a bit like Vega from SF2 Turbo, making use of a rolling attack and having the uncanny ability to spring off the walls. In the 'Crane' style, he sports an E Honda style rapid punch attack and an unusual kind of dragon punch he performs with his feet! Most impressive though, is Gen's Death Point Strike which lays down the gauntlet to an opponent; either they retaliate before the timer runs out or they suffer a 'heavy sun'.

CRANE TECHNIQUES	
Leg Thrust	→↓↘ with any Kick Button
Hundred Fist Strike	Bang at those Punch Buttons repeatedly
CRANE SUPER COMBOS	
Lunging Rapture	↓↘→↓↘→ with any Punch Button
DeathPoint Strike	↓↙←↓↙← with any Punch Button
MANTIS TECHNIQUES	
Rolling Palm Strike	Charge ← then → followed by any Punch Button
1. Off-The-Wall Heel	Charge ↓ then ↑ followed by any Kick Button
Vertical Drill	During 1. press ↙ off the wall
MANTIS SUPER COMBOS	
Rising Leg Throw	↓↘→↓↘→ followed by any Kick Button
Bouncing Foot Charge	↓↙←↓↙← with any Kick Button







The emphasis of speed is heightened still further with Gen with multiple images of his flailing limbs appearing simultaneously. A truly awesome fighter.





GEN PERSONAL DETAILS

BACKGROUND CHINA
MID-BOSS CHUN-LI
END-BOSS AKUMA
COLOUR:
PUNCH PURPLE
KICK BEIGE-BROWN
TWO PUNCHES RED
TWO KICKS BLACK
TAUNT HE BECKONS TO HIS OPPONENT IN AN ATTEMPT TO PROVOKE BATTLE!







SECRET CHARACTER MYSTERIES

In the arcades, you might have heard of a bunch of secret characters hidden in Street Fighter Alpha 2. The most notorious is definitely Evil Ryu - a version of the game's central hero who has learned some of Akuma's most powerful moves. Other secrets are the Street Fighter 2 Turbo versions of Chun-Li, Dhalsim and Zangief. A hidden version of Gouki/Akuma is also included. So the question is, are these characters in the Saturn conversion?

The answer, surprisingly, is YES! The Saturn version scores over the slightly inferior PlayStation game by including all of these secrets and also has extra features, better speed and more animation than the Sony game. So, two-fingered salutes, howls of "nyah nyah" and other childish behaviour should be levelled at Sony owners by order of Sonic.

EVIL RYU... THE ULTIMATE EXPRESSION OF EVIL

For years, Akuma has been shadowing Ryu's every move, occasionally jumping in to challenge him in battle. The reason behind the evil one's interest becomes clear: should Ryu succumb to the same power as Akuma, he is transformed into the deadliest fighter ever seen.

How to get him: At the character selection screen, highlight Ryu, then press and hold down start. Move to Adon, Akuma, Adon, then back to Ryu. Press any button.





ORIGINAL CHUN-LI... IN HER OLD GEAR!

Let's face facts: old Chunners just hasn't been the same since she's ditched her traditional Chinese costume and opted for the girl-investigators' threads. This special mode puts her back in the old gear, loses her Super Combos and changes one of her moves slightly.

How to get her: At the character selection screen, highlight Chun-Li, then hold down the Start Button for about five secs, then press any button.



Look at all of these brilliant hidden characters! Many of them aren't in the PlayStation version of game. That's good for us then eh?

SHIN GOUKI: HE'S TOTALLY MAD

So, Evil Ryu is the most powerful character in Street Fighter Alpha 2? Well, yes. Until you find out how to access Shin Gouki - a super-powered version of Akuma! Resilient to damage and packed to the eyeballs with powerful moves such as multiple air fireballs, Shin Gouki really is Power Made Flesh!

How to get him: Highlight Akuma and then press start button and hold it down then press: Down, Down, Right, Down, Right, Down, Down, Down, Left, Down, Left, Down, then hold down Start and press any button.





TURBO DHALSIM... NOT THAT GOOD!

That new Dhalsim eh? He looks a bit good in all of his anime finery and well he might - after all, this is Street Fighter Alpha 2. But listen... don't you hanker for the old, different style Dhalsim, the one without all the fancy new moves? No? Well, you





get him any way with this code.

How to get him: At the character selection screen, highlight Dhalsim then press and hold start. Move to Zangief, Sagat, Nash, then back to Dhalsim. Press any button.

OLD ZANGIEF... ALL RIGHT FOR COMEDY VALUE!

The old Zangief was kind of like the fat boy at school: large, hulking, a tad repellent. But get to know him a bit, spend a bit of time with him and you might actually start liking him. Or maybe not. Still this is the code you need to access the Roland Browning of the Street Fighter Universe.

How to get him: At the character selection screen, highlight Zangief, then press and hold start. Move to Sagat, Sodom, Rose, Birdie, Nash, Dhalsim, Ryu, Adon, Chun-Li, Guy, Ken, then back to Zangief. Now press any button.





AND THERE'S MORE... BUT WE AREN'T TELLING

Extra cheat modes in Alpha 2 initiate an autofire mode as well as an infinite custom combo, allowing you to perform 500 hit combos when used in concert! How do you do this? Well, we aren't telling for now.



One of the hidden bits not revealed: how to get a 99 hit combo with Zangief!







DAN
PERSONAL DETAILS

BACKGROUND HONG KONG
MID-BOSS GUY
END-BOSS SAGAT
COLOUR:
PUNCH PINK
KICK GREEN
TWO PUNCHES ORANGE
TWO KICKS YELLOW
TAUNT A SINISTER, HARROD-ESQUE RISING AND SHAKING OF THE FIST.

DAN: Dan was one of the three hidden characters in Street Fighter Alpha, and a bit of a disappointment too. Unlike M Bison and Akuma, his range of moves and their potency left a lot to be desired. Unfortunately he's not really any better in this sequel. In fact, as far as some of his moves go he's worse. Most notable are his weaker jump attacks and weaker Gale Kick. Just about the only new ability Dan has acquired since he was last seen is the ability to taunt indefinitely. Oh well.





SURE -KILLING TECHNIQUES	
Stylistic Fist	⇩⇘⇨ with any Punch Button
Shining Dragon Fist	⇨⇩⇘ with any Punch Button
Gale Kick	⇩⇙⇦ with any Kick Button
Rolling Taunt	⇩⇘⇨ with the Start Button
SUPER COMBOS	
Sky-Shaking Stylistic Fist	⇩⇘⇨⇩⇘⇨ and any Punch Button
Shining Dragon Raging Fist	⇩⇘⇨⇩⇘ with any Kick Button
Winning Villainous Fist Fury	⇩⇙⇦⇩⇙⇦ with any Kick Button

AKUMA: Akuma was a secret character in Street Fighter Alpha, and is the pupil of Gen, the rough looking old master who appeared in the original Street Fighter. He is famous for his Instant Hellish Death Strike which is the most powerful move in the entire game, alongside Zangief's Spinning Pile Driver. Akuma still uses attacks like his aerial fireball (although this travels at a sharper angle than it used to), and the Ryu style dragon punch (although, here again, this move is now no longer totally invincible). You'll also notice that Akuma has decided to fit himself out in a spanking new white suit.









AKUMA
PERSONAL DETAILS

BACKGROUND JAPAN
MID-BOSS RYU
END-BOSS GEN
COLOUR:
PUNCH BLACK
KICK RED
TWO PUNCHES BLUE
TWO KICKS WHITE
TAUNT THE OLD "STOMP ON THE GROUND AND SHAKE THE SCREEN" MANOEUVRE...







The Instant Hellish Death Strike produces the awesome symbol finish (above left) and inflicts 15 hits! (above)

SURE -KILLING TECHNIQUES	
Mighty Wave Fist	⇩⇘⇨ with any Punch Button
Scorching Wave Fist	⇨⇘ ⇩⇙⇦ with any Punch Button
Mighty Rising Dragon Fist	⇨⇩⇘ with any Punch Button
Air Wave Fist	Jump, then ⇩⇘⇨ with any Punch Button
OverHead	⇨ plus Middle Punch Button
Dive Kick	Jump, then ⇩ with Middle Kick Button
Bushido Leap	⇩⇘⇨⇘ with any Punch or indeed Kick Button
Teleport	⇨⇩⇘ or ⇦⇩⇙ with all three Punch or Kick Buttons
SUPER COMBOS	
Destructive Mighty Wave Fist	⇨⇘⇩⇙⇦⇨⇘⇩⇙⇦ with any Punch Button
Destructive Mighty Dragon Fist	⇩⇘⇨⇩⇘ with any Kick Button
Demon Mighty Sky Cleaver	Jump, then ⇩⇘⇨⇩⇘⇨ with any Punch Button
Instant Hellish Death Strike	Low Punch, Low Punch, ⇨ then High Punch

ZANGIEF: Like Dhalsim, Zangief seemed to take some time out, but in Alpha 2 he's back once more and has an additional range of throws for players to grapple with. Essentially his standard moves remain the same as those he had in Super Turbo and involve a lot of 360° spinning of the D-pad in order to pull of his classic attacks like the piledriver. It's in Zangief's super moves that we see some new attacks. He has a mid-air throw known as the Aerial Russian slam and a Final Atomic buster which is in fact a super spinning piledriver.





The new look Zangief in the Alpha anime style. His Banishing Punch fireball style attack produces the above fire-fist. It looks good, yes?



The Spinning Pile Driver in full effect!



Another crunching Zangief throw!

SURE -KILLING TECHNIQUES	
Banishing Punch	↓↘→ with any Punch Button
Double Lariat	All three Kick Buttons pressed together
Spinning Clothesline	All three Punch Buttons pressed together
Spinning Piledriver	Spin pad 360 degrees then press any Punch Button
Power Bomb	Spin pad 360 degrees then press any Kick Button
SUPER COMBOS	
Final Atomic Buster	Spin pad 720degrees then press any Punch Button
Aerial Russian Slam	↓↘→↓↘→ with any Punch Button

ZANGIEF
PERSONAL DETAILS

BACKGROUND RUSSIA
MID-BOSS BIRDIE
END-BOSS KEN
COLOUR:
PUNCH RED
KICK BLACK
TWO PUNCHES BLUE
TWO KICKS YELLOW
TAUNT ZANGIEF FLEXES HIS NOT INCONSIDERABLE MUSCULATURE



ROLENTO: You might be forgiven for thinking that Rolento is an entirely new character. However, those of you with a near encyclopaedic knowledge of Capcom games might recognise him as the level four boss in the original Final Fight coin-op (and also as a conversion on the Mega-CD). His background is actually the moving cage lift that the Final Fight chums had to take to his lair. With a useful piece of piping in his hands, Rolento does a formidable twirling attack, although the recovery time with this move is massive. He also makes use of an aerial knife throw, a rolling attack which involves multiple hits and a Vega-esque off-the-wall attack. As far as his supers go, Rolento makes use of his grenades which explode on opponents not sharp enough to block them.



Reminiscent of Fei Long's Rekka Ken move from Super Street Fighter, Rolento's batons can inflict many, many hits.











A Vega-style leap from the wall, followed by a smack to the chops. A stock-in-trade Rolento technique.





ROLENTO
PERSONAL DETAILS

BACKGROUND USA
MID-BOSS SODOM
END-BOSS GUY
COLOUR:
PUNCH YELLOW
KICK GREY
TWO PUNCHES RED
TWO KICKS GREEN
TAUNT IN CONTEMPT, HE THROWS A DUD GRENADE AT HIS FOE!

SURE -KILLING TECHNIQUES	
Pipe Twirl	↓↘→ plus any Punch Button and any Punch again
Stinger	→↓↘ plus any Kick Button and any Kick again
Mecondel Attack	↓↙← plus any Punch Button and any Punch again
Mecondel Air Raid	Press all Punch Buttons plus Punch again
Rising Upper Combo	↓↙← with any Kick followed by any Punch or Kick
SUPER COMBOS	
Mine Sweeper	↓↙←↓↙← with any Punch Button
Take No Prisoners	↓↘→↓↘→ with any Kick Button

THE SANMAN CO

AM2. 3D. Two people brawling. Combine all three aspects of this and you have Fighting Vipers - the latest dynamic project to issue forth from the labs of the world's greatest arcade and Saturn developers. This month, we conclude our character-specific action on this most excellent of combat games... But there's more in the next issue!

The second (and concluding) part of our Fighting Vipers coverage begins on this page! If you missed last month's instalment, you rather foolishly passed up on full-on action concerning Bahn, Candy, Jane and Grace. This issue, we follow up with moves lists for Tokio, Raxel, Picky and Sanman - perhaps the four most dynamic characters in the game!

In addition, we reveal some of the secrets behind Fighting Vipers. We show off all of the different permutations of young Candy, including the special Virtua Fighter 3 costume! Let there be no doubt about the incredible nature of this conversion - although Virtua Fighter 2 is probably better in some regards, this translation of the arcade original is uncanny. That's why we gave it a highly decent 94% in the last issue.

Still, enough of this foolishness - on with the full-on coverage you've come to expect! Plus: expect more revelations about this stunning game in the next issue of SEGA SATURN MAGAZINE.



SANMAN - MAD RIDER!





Sanman is possessed of some incredible throwing combos (above). Powering up the bum-first power counter against a prepared Picky (left).



Age Unknown ● **Sex** Male ● **Height** 180cm ● **Weight** 132 kg
Speciality Bodily Crash ● **Stage** Arm Stone Town

Next to nothing is known about Sanman - no-one knows when he arrived in Arm Stone, no-one knows why he is here and his connection to old area of the town remains a mystery. Even his real name is a secret only known to Sanman himself. He has no friends and no known family. Arm Stone residents have seen Sanman drive a specially converted, large scooter around town and have noted his fixation with the numeral "3". People stay well clear of Sanman owing to his belief that fighting is the only form of expression open to him. Let there be no doubt - Sanman is one of the deadliest combatants in the game, with a range of techniques similar to Wolf and Jeffry from Virtua Fighter (in terms of throws at least). Although bulky, Sanman is not fat - everything you see is muscle, which makes him the premiere heavy hitter in Fighting Vipers when this power is combined with his many and varied throwing techniques.



Like many of the fighters, Sanman has...



... A combo that leads straight into a...



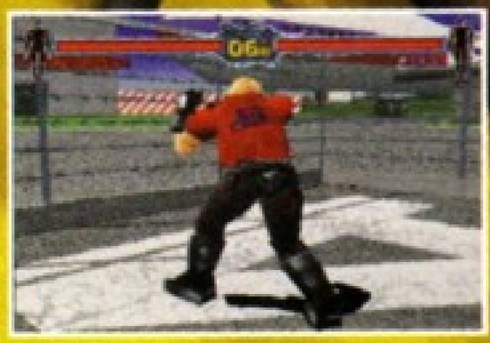
... Power counter. Here, it decks Picky...



... Sanman can use a Giant Swing immediately!

METH



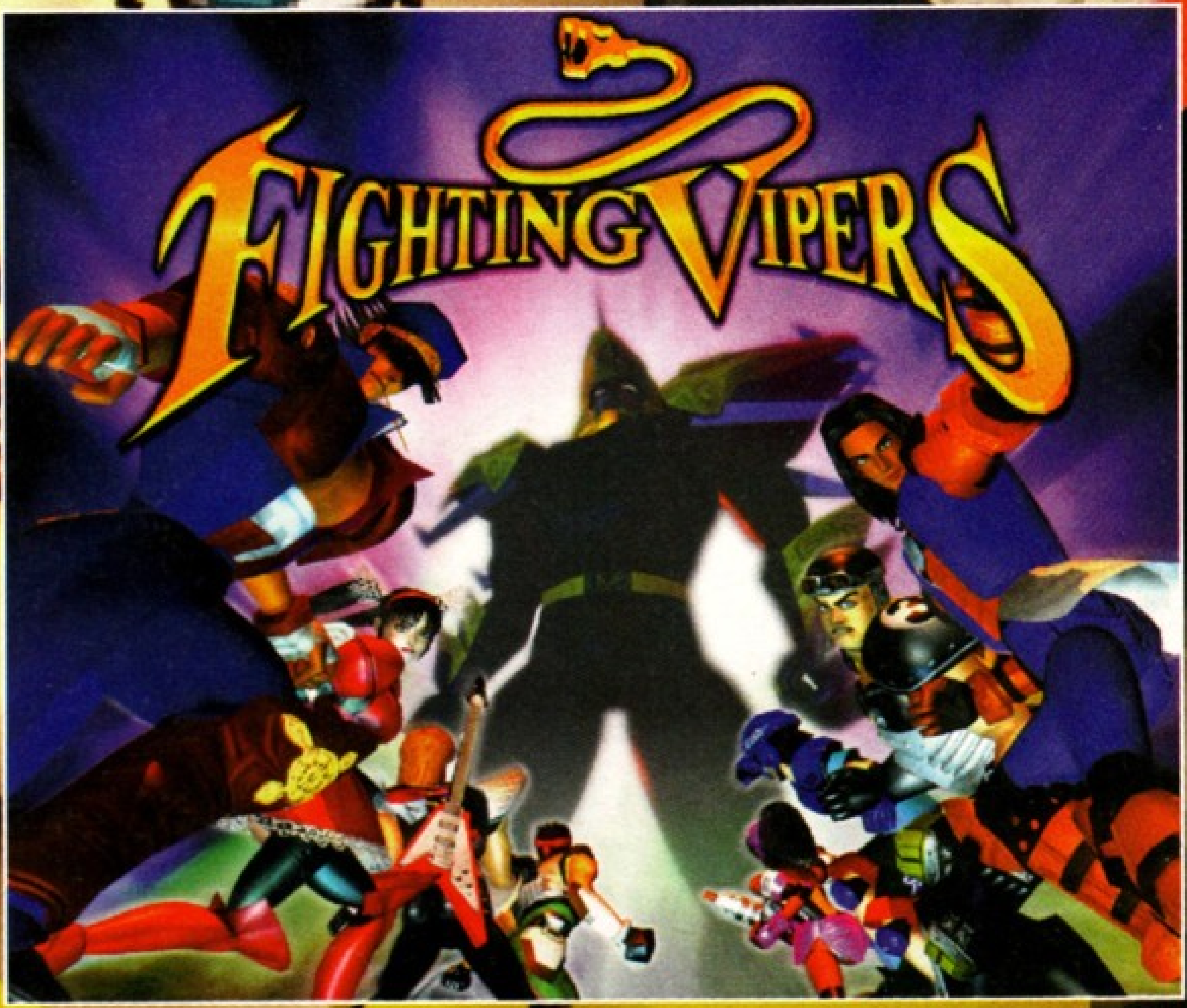








Slow, but strong and extremely versatile. That's Sanman for you.



TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Elbow Smash	⇨⇨P	H

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Bomber	⇦K	H
Combo Block Bomber	PPK	HHH

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Raiden Drop	⇧P	Down
Shiko Quake	⇩K	Down



Smack to the features...



Smack through the fence...



Ass to the features...



Grace looks totally unprepared for the incoming Sanman power counter onslaught.

TECHNIQUE (STANDING)	METHOD	EFFECT
1-2 Punch	PP	HH
1-2 Hammer	PPP	HHH Down
Jab Uppercut	P⬂P	HM
Jab Upper & Kick	P⬂PK	HMM
Punch & Kick	PK	HH
Uppercut	⬂P	M
Double Upper	⬂PP	MM
Chop	⇦⇨P	M
Double Chop	⇦⇨PP	MM
Triple Chop	⇨PPP	MMM
Generator (⇩)	⇨PP	HH
Generator (⬂)	⇨PPP	HHH
Generator (⇦)	⇨PPPP	HHHH
Generater Punch	⇨PPPPP	HHHHH
Body Press	Any ⬆ move + P	M
Reverse Sledge Hammer	⬂P+G	M Down
Leg Through	⇩ K+G	L Down
Peach Bomber	P+K+G	M
Double Peach Bomber	P+K+G P+K+G	MM
Hammer Down	⇩P+K+G	M
Double Hammer Down	⇩P+K+G ⇩P	MM
Hammer & Reverse Sledge	⇩P+K+G ⇩P+G	MM
Sanman Flash	⇨⇦⇨⇦ P+K+G	M Take off Armor

TECHNIQUE (THROWS)	METHOD	EFFECT
Sanman Nice Can	P+G	Throw
Giant Swing	⇨⬀⇩⬂⇨P	Throw
Neck Hanging Tree	⇨⬂⇩⬀⇦P+G	Throw
Triple Neck Hang	⇨⬂⇩⬀⇦P+G ⇨⇦ P+G	Throw
Sanman Typhoon	⇨⬂⇩⬀⇦P+G ⇨⇦ P+G then 360 P+G	Throw
Bear Hug	⇨⇦P+G	Throw
Bear Hug & Press	⇨⇦P+G ⇦⇦P+G	Throw
Canadian Back Breaker	⇨⇦P+K+G	Throw
Pile Driver	⬂⬂P+G	Crouch & Slam
Super Power Bomb	(Wall)⇨ ⇦⇨P+G	Throw
Iron Claw	(Wall)⬀ or ⇩ P+G	Crouch & Slam
Giant Swing	⇦⬀⇩⬂⇨P	Grab & Throw Footside
Double Neck Hang	⇩⇦⇨P+G	Grab & Throw Headside
Back Drop	(Back)P+G	Throw

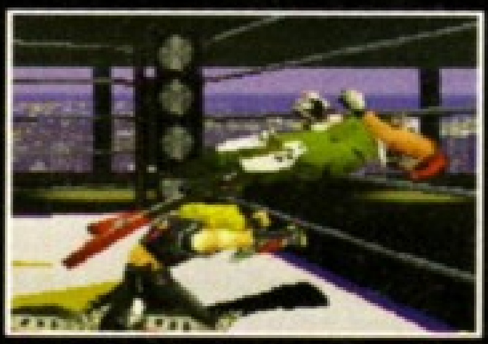
TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Body Attack	(Dash)P	M
Dash Peach	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⬂K	L



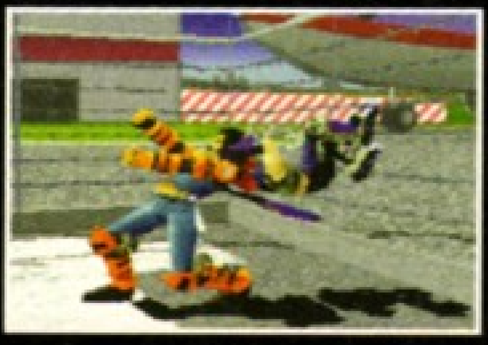
Raxel has two power counters. Here, the kick variant de-armours Picky.


A bit of a poser, Raxel is something of a style warrior.


Hopping over Jane's head, Raxel begins a throw...


... Which sends the Vasquez-lookalike into the fence!






A montage of Raxel-inflicted violence, ranging from throws to guitar strikes!



RAXEL - BATTLE ROCKER!



Age 19 ● **Sex** Male ● **Height** 177cm ● **Weight** 55 kg
Speciality Guitar Attack ● **Stage** The City Tower

From his outlandish appearance, it's clear that Raxel is the rock musician of the Fighting Vipers tournament. However, this guy takes his violence as seriously as his hard rock - he has borrowed some techniques from the world class fighter Jacky Bryant, but aims to incur extra damage by using his guitar as a weapon. Raxel's life has been one of rebellion. Following an altercation with his father at an early age, he dropped out of High School and became lead singer/guitarist with the anarchistic heavy metal band Death Crunch. He is out to promote both his band and his own name, and sees the Fighting Vipers tournament as a means to this. Due to the somewhat familiar nature of his attacks, Raxel is a good choice for seasoned Virtua Fighter players who are new to Fighting Vipers.


The K+G kicks is a great floating strike...


... Raxel uses the ⇨⇨P guitar strike...


... on her way down! A simple, easy combo...


... Now Candy is at his mercy! Ahahahaha!


In this little sequence, Raxel demonstrates the vicious nature of his attacks on downed foes.


Jane's down for the count, so Raxel begins with a ⇩P single guitar strike!


But if they are going to be spending some time on the ground, use the ⇩⇩P power strike!


Or if time is limited and you want some extra damage for nowt, use the ⇩K kick. Lovely.



Like a lot Vipers, Raxel can chain punches...



... Into a power counter kick which is...



... Very useful indeed for getting rid of...



... Armour – as Bahn discovers here.



From the moves list you'll see that Raxel...



... can chain the ⬁K into a punch and then...



... Into a roundhouse kick, which decks...



... Your foe – leaving them open for this!

TECHNIQUE (STANDING)	METHOD	EFFECT
1-2 Punch	PP	HH
Punch Combo	PPP	HHH
Punch & Kick	PK	HH
Uppercut	⬁P	M
Double Upper	⬁PP	MM
Elbow	⇨P	M
Elbow & Punch	⇨PP	MM
Light Hand	⇨PPP	MMH
Elbow Side-Kick	⇨PK	MM
Elbow Side-K & Knuckle	⇨PKP	MMH
Elbow Death Spin Kick	➡PKP K+G	MMHH
Elbow Low Death Spin	⇨PKP ⇩K+G	MMHL
Double Spin Kick	KK	HM
Rising Spin Kick	(Crouch)K	M
Side-Kick	⬁K	M
Side Kick Knuckle	⬁KP	MH
Death Spin Combo	⬁KP ⇨K+G	MHH
Low Death Spin Combo	⬁KP ⇩K+G	MHL
Dash Hammer Kick	⇨K	M
Somersault Kick	⬃ K	M
Vertical Kick	K+G	M Float
Sliding Kick	⇩K+G	L
Raxel Flash	⇨⇦⇨⇦P+K+G	M Take off Armor

TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Guitar Thrust	⇨⇨P	H
Guitar Swing	⬁⬁P	H
Guitar Swing Down	⬁⬁PP	H
Death Spin Kick	⇨K+G	H
Double Death Spin	⇨K+G ⇩⬁⇨K	HH
Triple Death Spin	⇨K+G ⇩⬁⇨K ⇩⬁⇨K	HHH

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Baster	⇦K	H
Guard & Uppercut	⇦P	H
Combo Block Baster	PPK	HHH

TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⬁K	L

TECHNIQUE (THROWS)	METHOD	EFFECT
Wall Throw	P+G	Throw
Neck Fold	⇦⇨ P+G	Throw
Neck Throw	⇨⇨ P+G	Throw
Mexican Typhoon	⇧⇩ P+G	Throw
Back Drop	(Back)P+G	Throw

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Stepping on	⇧P	Down
Guitar Crash	⇩P	Down
Double Handed Guitar	⇩⇩P	Down
Soccer Ball Kick	⇩K	Down



A well rounded character, Raxel is likened to Jacky Bryant from Virtua Fighter and not without reason. He's very similar, although his potential for floating attacks (above) isn't as good.

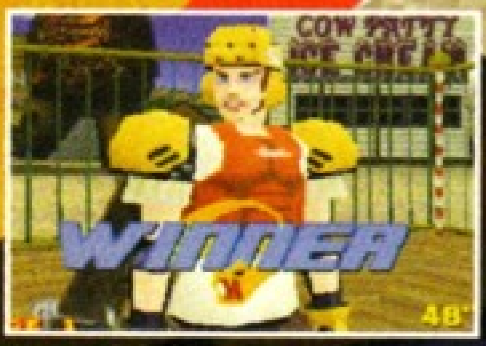


Yet more posing from Vipers' rocker type fighter.





Ooh er, we'd expect a better performance from Raxel considering a) his opponent and b) the fact these pages are about him.


Picky, in his "away strip" secures another victory.


A rather nifty knee strike against Jane here.


Hold on... who is that fighting Picky in this pic?










The level of detail included in Fighting Vipers is quite exemplary. Not only are there the fighters with armour, but there's also totally different looks for each oncethe armour has gone.



Age 14 ● **Sex** Male ● **Height** 162 cm ● **Weight** 50 kg
Speciality Skateboard attack ● **Stage** The UFO Diner

The youngest participant in the Fighting Vipers tournament, Picky is not really associated with the urban violence that is plaguing Arm Stone City. Owing to his tender years, Picky still attends the local Junior High School, where he has spent many hours perfecting his skateboard techniques. Initially, he took up the board in order to impress a potential girlfriend – Catherine. However, he soon discovered that the agility, balance and strength required in his spectacular skateboarding techniques could easily be adapted for fighting purposes. A small, fast and dexterous character (watch him duck between the legs of his opponents!), he uses his skateboard for the basis of a great deal of his fighting attacks – the Board Slap in particular being one of his most powerful techniques.


Picky is one of the fighters who makes the most use of the wall. As seen here as...


... he jumps back, rebounds off the wall and strikes at his opponent. Impressive.

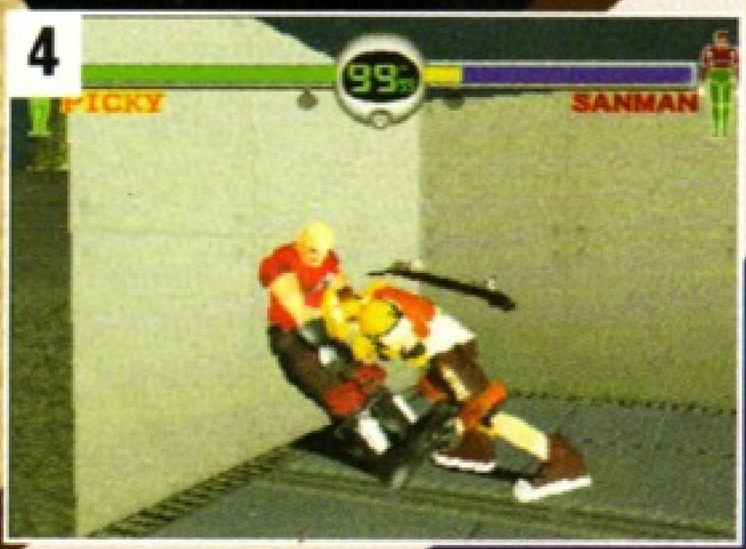

Picky also confuses his foes by ducking down between their legs...


... And it's possible to immediately follow up with a "horse kick" backwards!


Many of the characters in Fighting Vipers...


... Have some decent, damaging attacks...


... That make good use of the walls that...


... Surround each of the arenas. Marvellous.



Despatching Honey in style!



Grace counters a horrific Picky onslaught!





TECHNIQUE (STANDING)	METHOD	EFFECT
1-2 Punch	PP	HH
1-2 Side Kick	PPK	HHM
Combo Toe Kick Hi	PP⇩KK	HHMH
Combo Upper Spin	PP⇨PK	HHMH
Combo Knee Kick	PP⇨KK	HHMM
Board Bash	PPP	HHH
Punch Side Kick	PK	HM
Punch Low Kick	P⇩K	HL
Crouch Jab & kick	⇩PK	LL
Uppercut	⬁P	M Float
Upper Hi-Spin	⬁PK	MH Float
Knee Kick High	KK	MH
Toe Kick	⇩K	M
Toe Kick High	⇩KK	MH
Middle Kick	⬁K	M
Heel Attack	⇧⇩K	MM
Knee Kick	K+G	M
Rising Knee	(Crouch)⇨K+G	M Float
Picky Flash	⇨⇦⇨⇦P+K+G	M Lose Armour
Rocket Dive	(Back to Wall)⬀KK	M
Wall Climing	(Wall, Air)⇧⇧P	(Move)

TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
Board Slap	⇦⇨⇨ P	H
Jumping Heel Drop	(Top of Wall)⇧P	L

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Knee	⇦K	H
Sway Uppercut	⇦P	H

TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Dash Board	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Dash Air	(Dash)P+K+G	M
Dash Knee	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⬁K	L

TECHNIQUE (THROWS)	METHOD	EFFECT
Wall Throw	P+G	Throw
Neck Throw	⇨⇨P+G	Throw
Hopping	⬃P	Break Defence
Leg Through	⇩P+K+G	Break Defence
Leg Through & Horse Kick	⇩P+K+G ⇦K	Break Defence & Attack
Clinch Knee	(Wall)⇦⇨K	Throw
Air Grab	(Air)⇦P+K+G	Air Grab
Frankensteiner	(Air)⇦P+K+G	Air Grab
Back Drop	(Back)P+G	Throw

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Diving	⇧P	Down
Board Stamp	⇩P	Down
Triple Stamp	⇩KKK	Down

TECHNIQUE (STANDING)	METHOD	EFFECT
1-2 & Kick	PPK	HMH
Punch & Kick	PK	HH
Uppercut	⇖P	M Float
Open Arm Blow (d)	⇨PP	MM
Open Arm Blow	⇨PPP	MMM
Toe Kick	(Crouch)K	M
Middle Kick	⇖K	M
Double Middle Kick	⇖KK	MM
Triple Middle Kick	⇖KK ⇨K	MMM Down
Knee Kick	⇨K	M
Hi-Kick	⇨⇨K	H
Looping Kick	⇘K	M
Heel Attack	⇧⇩K	M
Spin Kick	K+G	H
Spin-K & Side	K+GK	HM
Spin Float	K+GKK	HMM
Spin Cosac	K+G ⇩K	HL
Low Spin Hi	⇩K+GK	LH
Low Spin Float	⇩K+GKK	LHM
Triple Low Spin	⬇K+GKK	LLL
Middle Kick	⇖K+G	M
Middle Kick Combo	⇖K+G ⇨K	MM Down
Catapult High	⇨K+GK	HH
Catapult Low	⇨K+G ⇩K	HL
Hi-K Punch & Kick	KPK	HHH
Hi-K 1-2 & Kick	KPPK	HHHH
Hi-K 1-2 & Loop Kick	KPP⇦K	HHHM
Hi-K PPP Hi-K	KPPPK	HHHHH
Hi-K PPP Low-K	KPPP⇩K	HHHHL
Hi-K PPP Loop-K	KPPP⇦K	HHHHM
Low-K Punch & Kick	⇩K+G PK	LHH
Low-K 1-2 & Kick	⇩K+G PPK	LHHH
Low-K 1-2 & Loop Kick	⇩K+G PP⇦K	LHHM
Low-K PPP Hi-K	⇩K+G PPPK	LHHHH
Low-K PPP Low-K	⇩K+G PPP⇩K	LHHHL
Low-K PPP Loop-K	⇩K+G PPP⇦ K	LHHHM
Crouch Down	⇨⇩P+K+G	(Move)
Crouch Down & Kick	⇨⇩P+K+GK	M
Tokio Flash	⇨⇦⇨⇦P+K+G	M Take off Armor







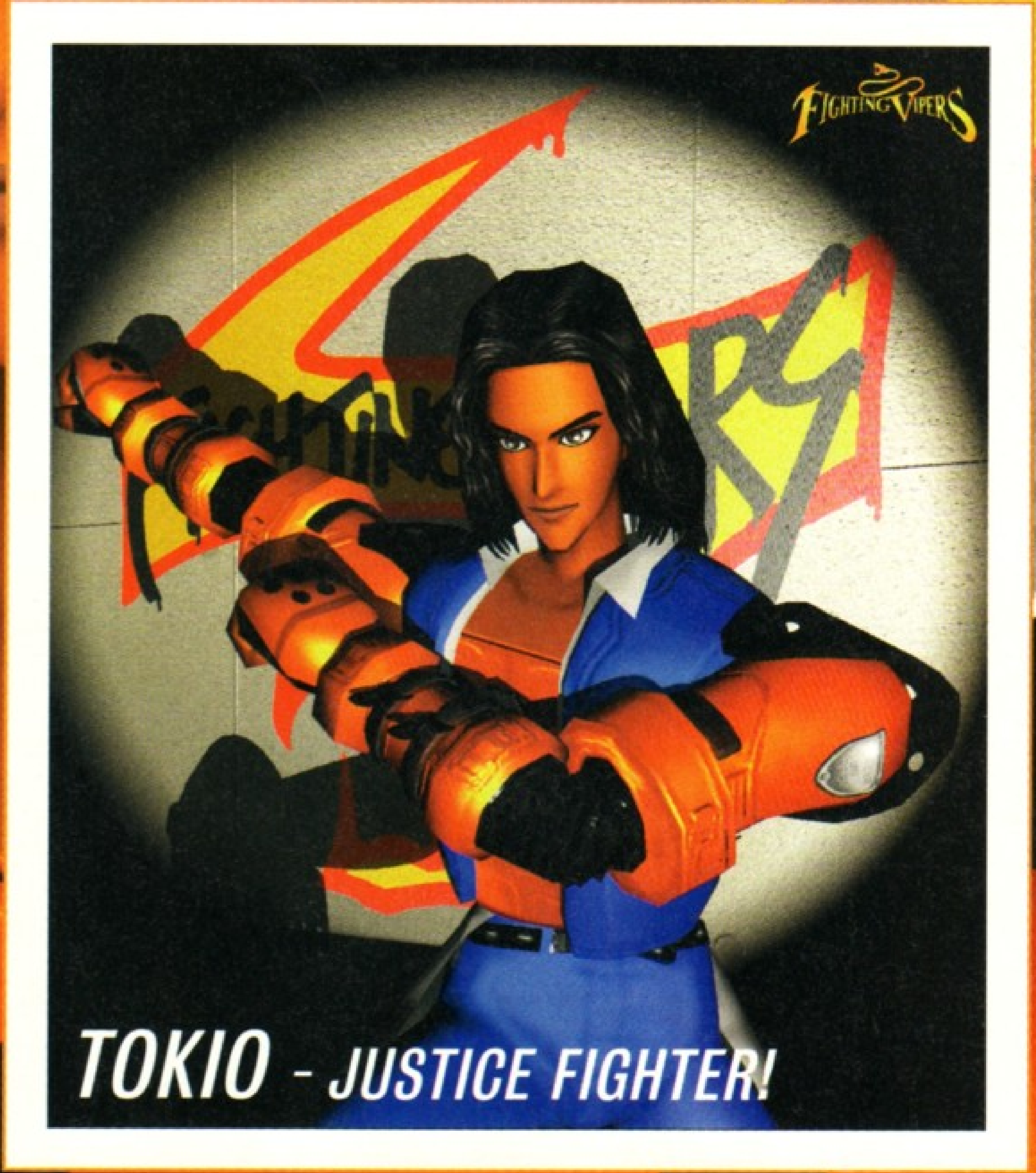
TECHNIQUE (ARMOUR BREAKER)	METHOD	EFFECT
See Counter Move		

TECHNIQUE (COUNTER MOVES)	METHOD	EFFECT
Block Blaster	⇦K	H

TECHNIQUE (WHEN RUNNING)	METHOD	EFFECT
Dashing Straight	(Dash)P	M
Shoulder Tackle	(Dash)P+G	M
Drop Kick	(Dash)K	M
Sliding Kick	(Dash)⇩ or ⇖K	L

TECHNIQUE (THROWS)	METHOD	EFFECT
Wall Throw	P+G	Throw
Arm Crytch Slam	⇨⇦P+G	Throw
Neck Grab & Throw	⇦P+G	Throw
Rolling Throw	⇨⇦P+K+G	Throw
Clinch Knee	(Wall)⇦⇨K	Throw
Back Drop	(Back)P+G Back	Throw

TECHNIQUE (DOWNED OPPONENT)	METHOD	EFFECT
Stepping on	⇧P	Down
Soccer Ball Kick	⇩K	Down



TOKIO - JUSTICE FIGHTER!



Age 16 ● **Sex** Male ● **Height** 174cm ● **Weight** 65kg
Speciality Spin Kick Combo ● **Stage** The Arm Stone Airport

Having been raised as the son of a Kabuki actor, Tokio is used to hard times. This led him to taking up gang membership of the feared Black Thunder gang two years ago. Having successfully led the gang to leadership of Arm Stone City, Tokio quit after his actions as leader led to the tragic death of a junior gang member. Now he prefers to think of himself as a lone wolf, and possesses the skills to beat off all comers. Tokio is currently the favourite Viper in Japan, owing to his initial resemblance to Virtua Fighter 1 favourite, Lau Chan. Just like Lau he is capable of some incredible multiple-hit combinations, although their execution in Fighting Vipers is different enough to increase interest in him still further. His kick-guard button combinations can be adapted to suit the player and unpredictability here is the key - he can attack at any level whenever he pleases. If you liked the combo system in Virtua Fighter 2, Tokio takes it to a new plateau of greatness.



The corner of the ring is lethal when...



... Confronting Tokio. His kick-spin combos...



Another faster, more worthwhile combo...



... Involves a punch into an elbow strike...



Tokio celebrates victory against his counterpart on the Armstone Airport stage.



Almost Lau-like in his kick-flipping, Tokio is something of a dangerous customer...



Almost the opposite of Tokio in playing style, Bahn is sent flying towards the fence.



A somewhat dramatic view of Jane's prodigious chest as Tokio sends her flying towards the wire surround. That;s no way to treat a lady etcetera etcetera...



Tokio has a small range of throws at his disposal – nowhere near as powerful in this regard as Sanman or Raxel. Some players might think him cheap thanks to these irritating throws and constant combinations. And they could well be right too.



Tokio's vicious, and once he has his opposition against the fence, that's it.



... Are powerful combined with the fence...



... And finish off with a somersault kick.

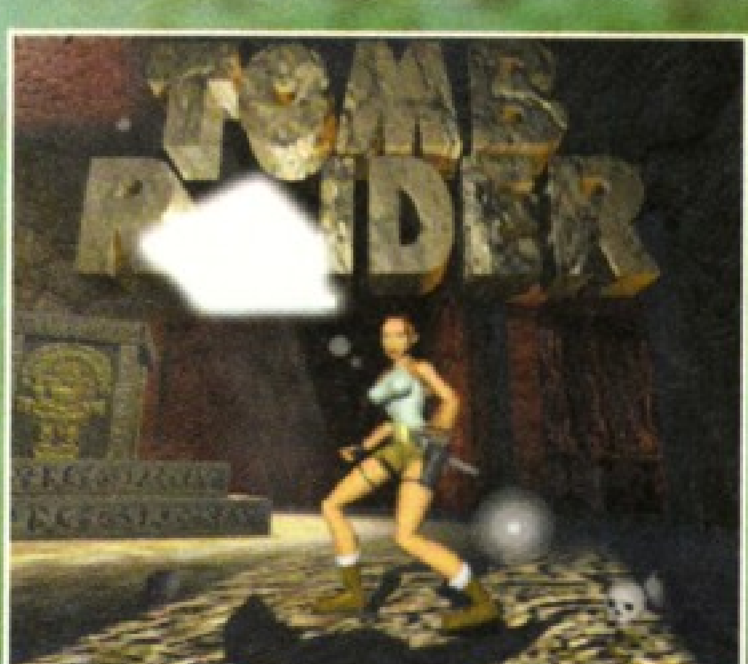


... Which can be followed up with the kick...



... Roundhouse of your choice.





FEMME FATALE

The Scion – perhaps the most powerful magical artifact ever to exist. Not surprisingly, everybody's after it, but only Lara Croft has the know how and the style to actually pocket the thing. ROB BRIGHT follows her through some of her Tomb Raider adventures.



Here we see the great Lara Croft posing outside her very posh mansion. But who'd have thought that a girl brought up to be a lady could end up on a bike wielding a gun eh?



The truth can finally be revealed; Lara Croft is a toff! That's right! Her old man is Lord Henshingly Croft, Arch-Toff of Guffaw Manor, or something like that. Anyway, after attending finishing school where she majored in 'The Exploitation of the Poor and How to do it ' she decided she needed a break. But where to go? Monaco? The apartment in Vienna? Or maybe just knock about in Knightsbridge for a while spending lots of money and sitting in pretentious cafes? Oh the stress! Oh the agony of choice!

After a visit to her Personal Psychological Development Manager, she decided to take a holiday at a remote ski resort that caters for the toff end of the market. Not like Bulgaria where you might go on a school trip. As it turned out, the choice was a bit of a disastrous one. On her way back, refreshed by the mountain air and looking forward to a life of easy leisure, her plane crashed killing everyone but her lucky self. Stumbling out of the wreckage, Lara finds herself isolated in hostile territory – the kind of place where they don't accept visa cards and have no respect for the upper echelons of British society. Caught in this quandary, Lara does the only thing she can do and goes native. After a brief period spent drinking muddy water and existing on a diet of grubs and maggots, our heroine discovers that she actually quite enjoys living like a poor savage type, and decides to begin an exploration of her mysterious surroundings. Over the next few years she learns to forget the chauffeur driven limousines and the champagne breakfasts, and diverts her thoughts from shopping by taking up archaeology. And being the phenomenally jammy soul she is, she turns out to be a dab hand at it, discovering artifacts like the holy grail with a casual abandon. Naturally her reputation spreads, and soon she's adventuring for antiquities across the globe. Her latest mission is commissioned by a mysterious organisation that want her to retrieve something known as 'the Scion'. With only a couple of pistols and a plumb in the mouth accent to protect her, Lara moves through the leftovers of four ancient civilisations, danger awaiting her at every turn. Well, not every turn but lots of them all the same.

This is where you, the plucky player, comes in. There's a vast range of commands at your disposal which cause Lara to run, jump, climb, side-step, jump backwards, grab ledges, roll, shoot, swim – just about everything really. It's a good job she's the athletic type as well, because there's lots of rough terrain and a motley crew of enemies out to get her, everything from wolves to crocodiles, giant moles to good ole' human beings. There are four worlds in all, each of which is split into levels where there are a number of tasks, some of which are puzzle based, some of which require extensive exploration, and some where the priority is shooting down your foes. Cut-scenes pop up now and then to fill out the plot, and the mystery grows thicker as you progress. But just what is the deal with this Scion thing? Hmmm, you'll just have to find out for yourself games chums.

Tomb Raider is reviewed on page 66.



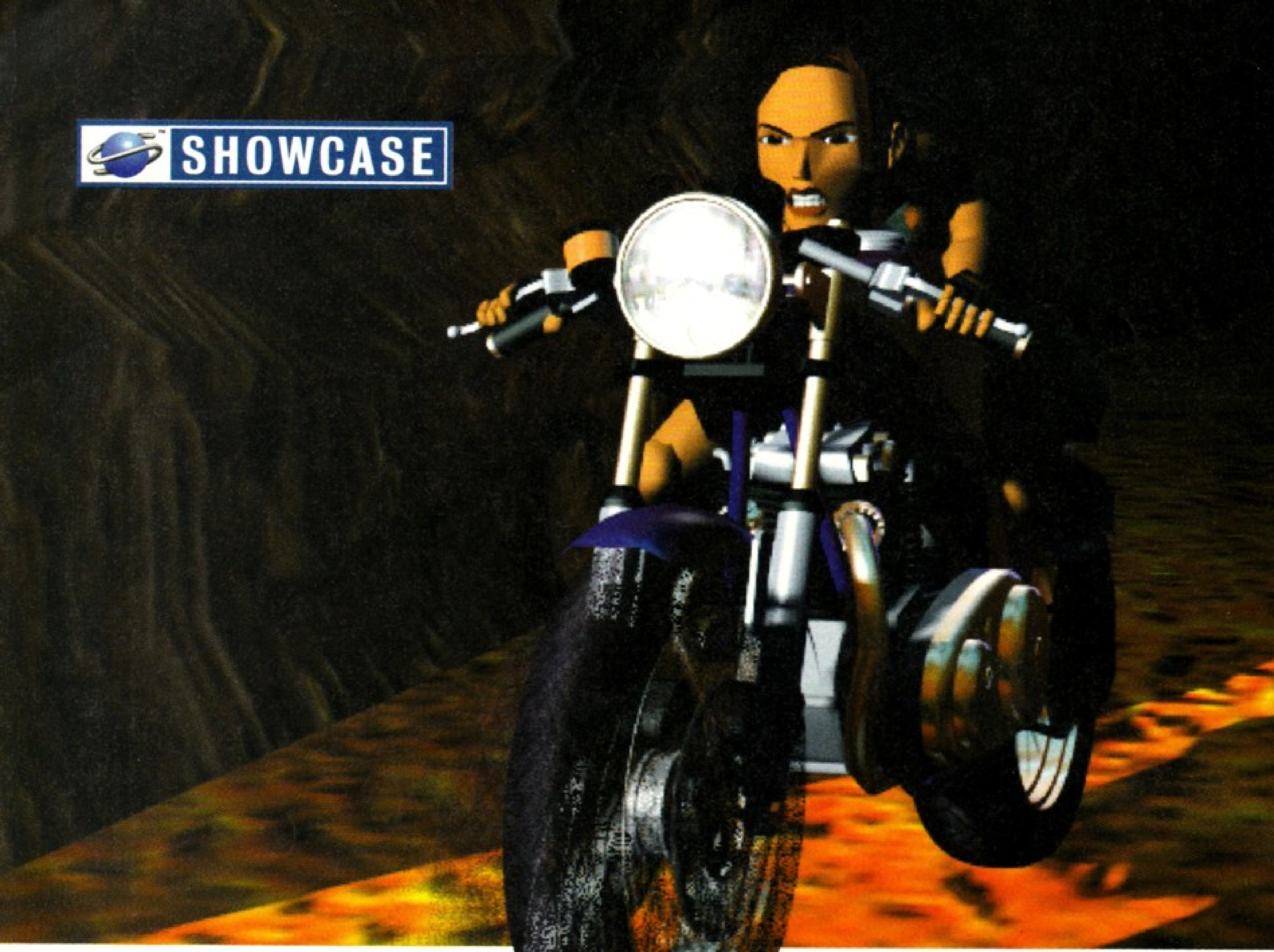
BACK TO MY **PLACE**?

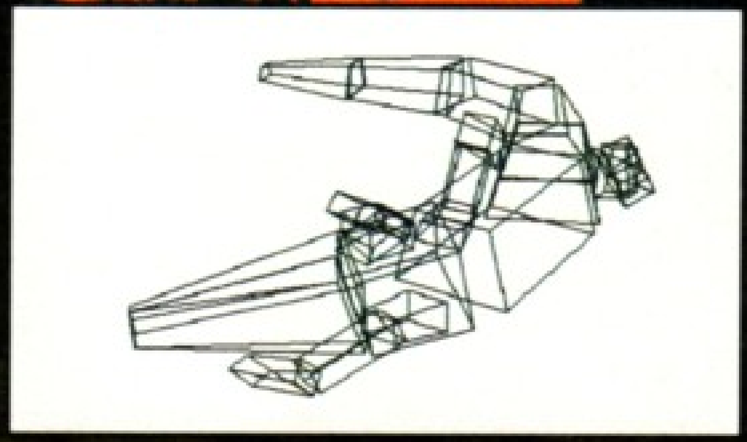
Because Lara is one of those high maintenance characters, getting used to the moves available can take a bit of time. Fortunately, you get the chance to practice your skills when Lara invites you back to her mansion to hone some of her skills. This involves moving from room to room, practising your jumps and rolls with the help of vaults and mats, and then taking a quick dip in the swimming pool. As you move about the place, Lara gives instructions which tell you precisely how to execute a move perfectly. If your playing is a bit rusty it's always worth popping to this practice mode to get you back on form.













From wire frames to characters in games! These pictures show you the ingenious methods that Core employed to make everything in the game look absolutely top notch. It was painstaking but boy, was it worth it!



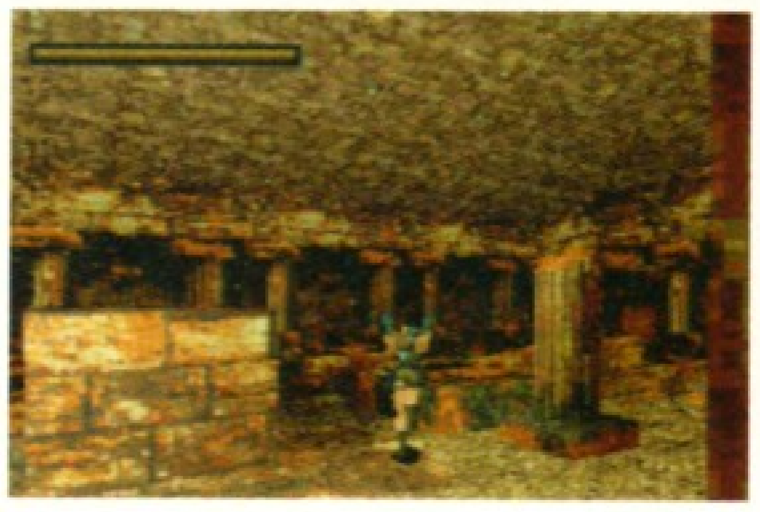






(Above) This is the entrance to the garden in the City level. You'd better have your weapons at the ready because there's an ape in there.





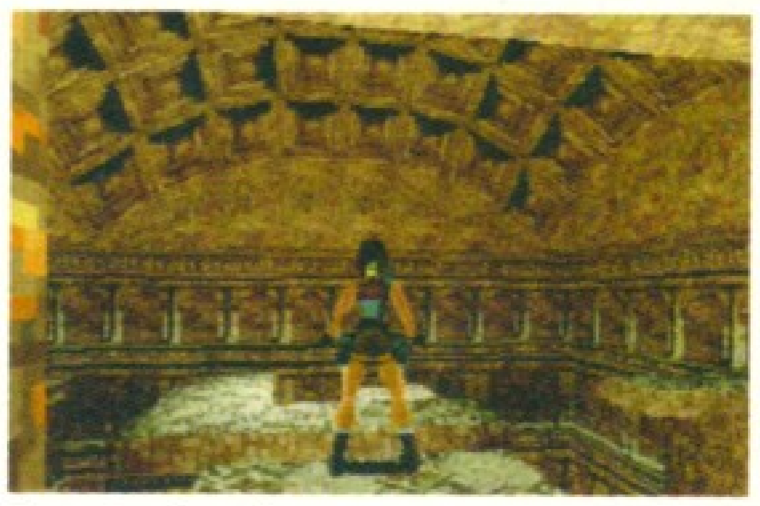


PLAY IT AGAIN **CORE**

They're a shrewd bunch at Core. Maybe it's something about the Derbyshire air. Or maybe they just know their games. You see, they realise that with a game like Tomb Raider, gamers would be inclined to leave it on the shelf once they finish it (no easy task in itself). So when you do finally get through all those puzzles, enemies and levels, the game gives you the option to play in Action mode. This basically does away with the puzzle stuff and turns the game into a full-on shoot 'em up. The enemies even regenerate meaning you can practically play it endlessly! Nice one Core.



Reptiles stalk the Valley level, and some of them aren't even meant to exist anymore!



Lara stands at the entrance to a maze room. This is in the St. Francis' Folly level.



Hmmmm. Animal skins hung up to dry eh? Very suspicious. What could it all mean?

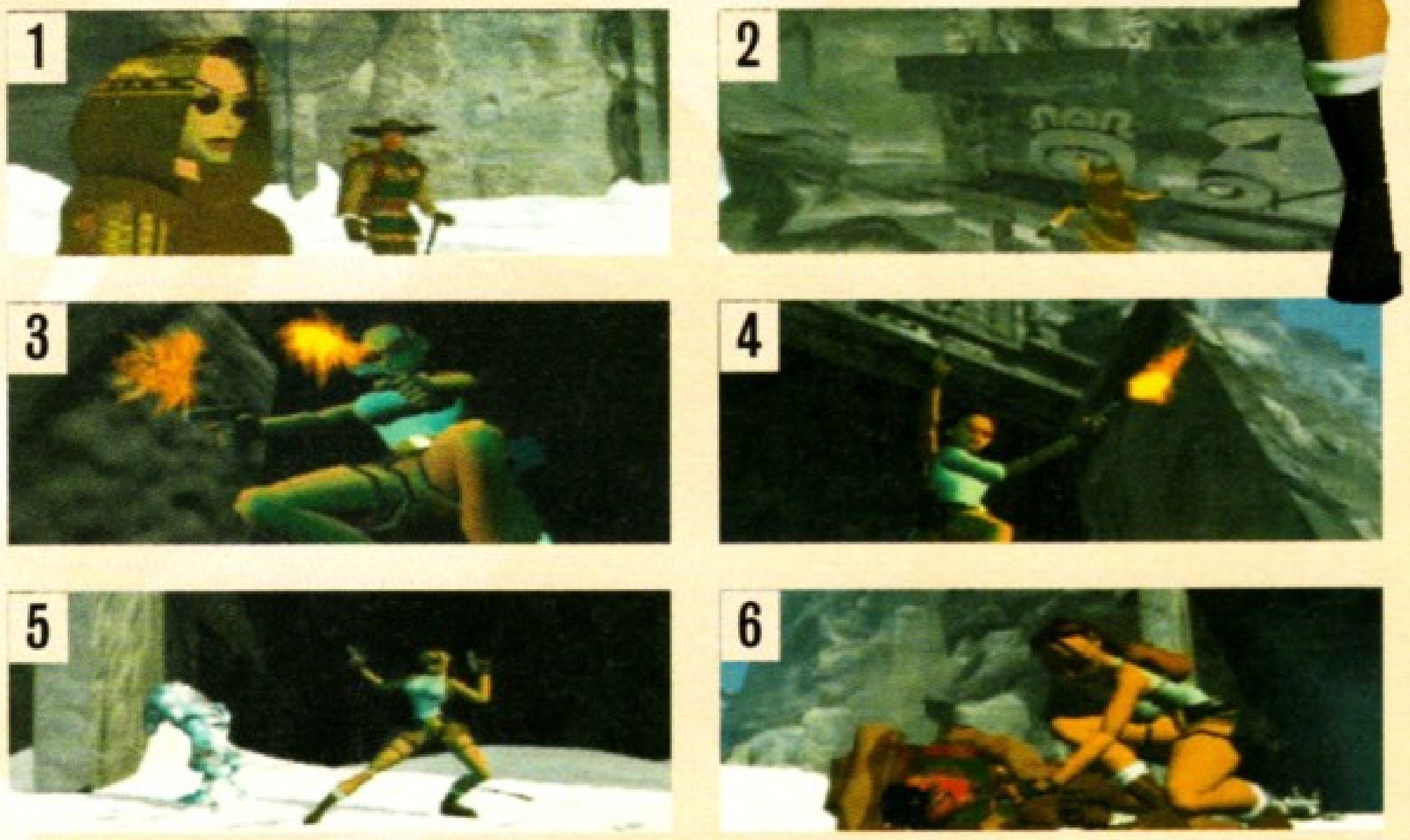
A TASTER

Just to whet your appetite, here's a taster of what you can expect from some of the levels in Tomb Raider. Obviously things get tougher as you move through the game. We'll only show you some snippets from the first two worlds because we don't want to spoil the whole game for you. We begin in Peru...



WORLD 1: VILCABAMBA

Travelling among the snowy Andes mountain tops, Lara finds herself at the gates of a lost Incan city known as Vilcabamba, contained within the mountain itself. The FMV intro piece shows Lara's guide getting attacked and killed by wolves as the giant doors open, so you know there's going to be a few of these knocking about.



Here's a selection of shots from the intro to the Incan World. What happens is this; as Lara opens the giant doors, wolves leap out and attack her guide. So our intrepid heroine jumps down guns ablaze. She kills the wolves but it's too late, the guide is dead...Oh well, can't be helped!

THE CAVES: Lara's first stop sees her walking through the cave entrance to the mountain. Before she knows it there are dart missiles firing out of the walls, just like the opening to Raiders of the Lost Ark. There aren't many enemies in this opening area, although once Lara finds her way into the beginnings of the city, crossing rope bridges as she goes, there's the possibility that she'll have to contend with a bear.



It's the bear sitting in a pit just waiting for you to disturb it. Because it's very big, you're going to need some serious firepower.











It's the classic precarious rope bridge scenario. I'd get across it fast if I were you.

THE CITY: As Lara enters the gates to the city proper, she immediately faces a pack of wolves. Providing her guns are at the ready, she'll aim automatically, although she has to be facing in the direction of the attacking enemy. Providing they're dispatched effectively, she can go exploring for a bit. The action gets a bit more diverse when Lara gets the chance to do a spot of swimming. This will lead her to whole chambers immersed in water, and she needs to find a route to the surface before her power bar runs out. In the city there are locked doors, as well as doors which open by switches so hunting for keys becomes a priority.







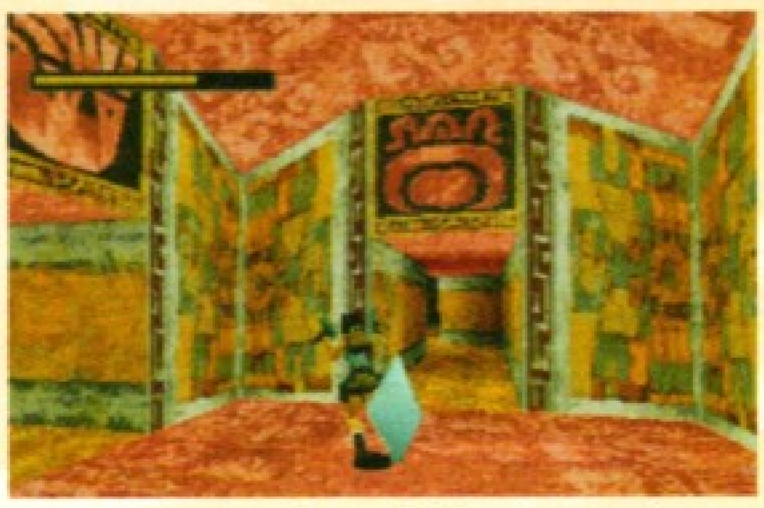
THE VALLEY: Things start to really hot up when you discover the valley. There are lots of wolves knocking about as you move through gaps in the rock and a good deal of climbing too. A human skeleton warns you that there's trouble ahead, and once you make it into the valley itself, up pops a dinosaur. There are quite a few of them wandering about the undergrowth. Most of them are like Raptors but there's also a huge T-Rex stomping about. You'll have to hope you've got the shotgun on you to deal with it.





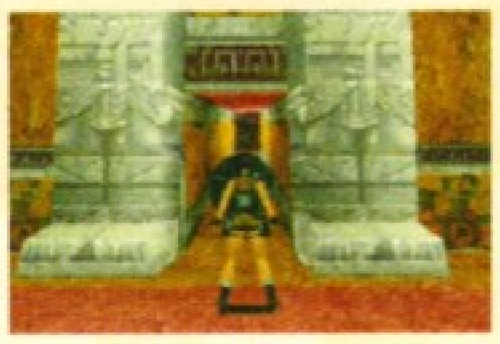


TOMB OF QUALOPEC: This is the last part of the Vilcabamba world and certainly the most difficult level so far. On entering the tomb there are many corridors. Walking down one of them for example, she triggers off a trap – the classic Raiders of the Lost Ark rolling ball trick! There are lots of spike traps in this level and some tricky puzzles involving moving blocks in relation to switches.



(Above) That big diamond thing is not a huge jewel unfortunately. Pick it up and it saves your position – essential in a game like this.







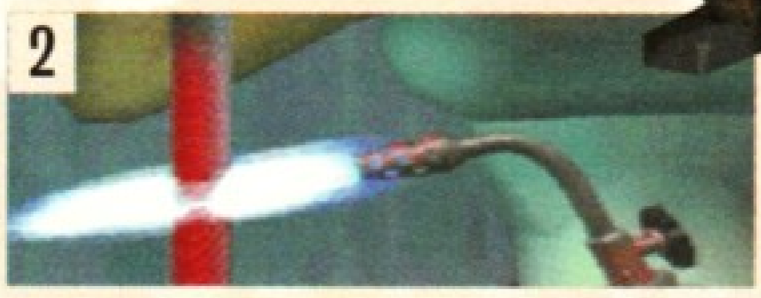


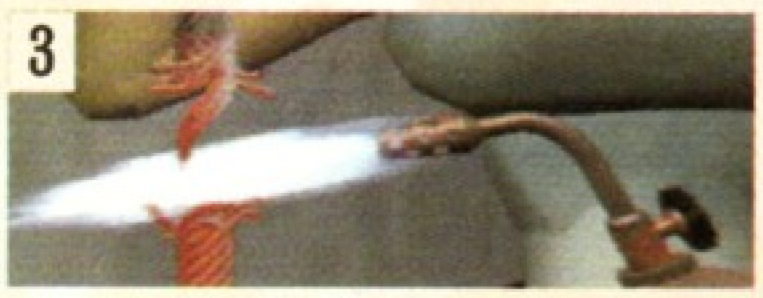


WORLD 2: **LABYRINTH**

After you've made it through the Incan world, the plot thickens. An impressive cut-sequence shows Lara making her way into the headquarters of her employers, the Natla Corporation. She is beginning to suspect they have set her up. Her travels then move onto the world of classical antiquity with the architectural ruins of Greece and Rome looking out warily from the past.

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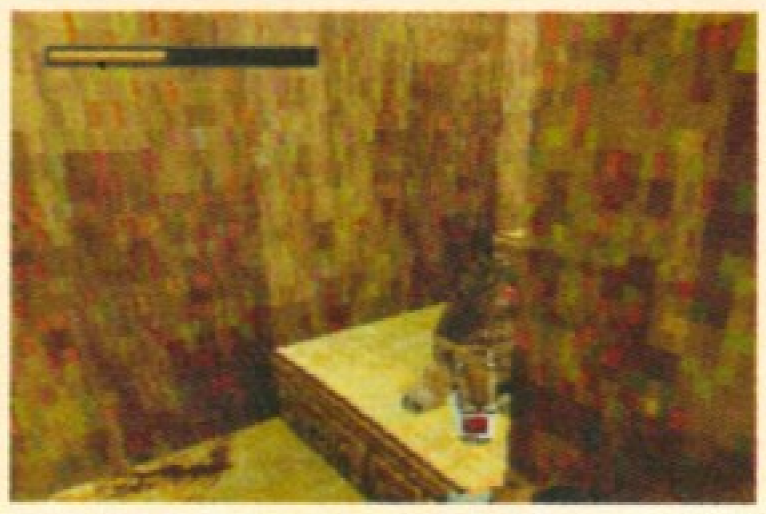
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Having realised there's something fishy going on – what with her employers trying to kill her – Lara goes to their headquarters to find out the score. Her discoveries lead her to the ruins of ancient Greece and Rome.

ST. FRANCIS' FOLLY: As soon as you enter the first chamber in St. Francis' Folly you're in trouble. Two lions guard the entrance to the next chamber. Providing you take care of these, you can concentrate on the gorilla's you'll have to deal with when you activate another door. Ok, so it's not very nice killing all these lovely animals but they aren't real so that's alright. Providing you do away with the endangered species wandering about the place, the tasks start to revolve around lots of athletic jumping from pillars until you enter a giant labyrinthian room where there are four doors under the names of four gods – Atlas, Neptune,Thor and Damocles.





Expect plenty of lions at the coliseum...



...and plenty of geometrically perfect pillars.

















PALACE MIDAS: One of the routes into the Palace Midas is by going underwater and entering a pool through a gate. There are lots of lovely pictures of dolphins on the side of the pool by the way. There are now various routes to take, and lots of lions, gorillas and crocs sneaking around. There's also an indoor garden, access to which can only be obtained by finding the relevant switches to open the gates. You might also like to go and check out the broken down statue of Midas himself.

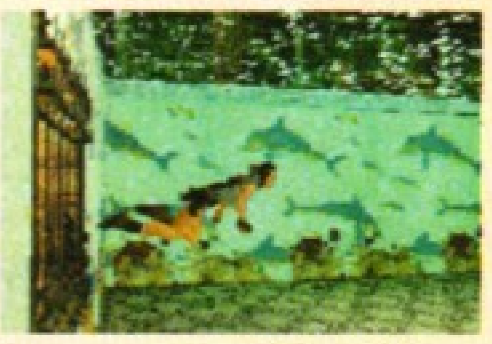




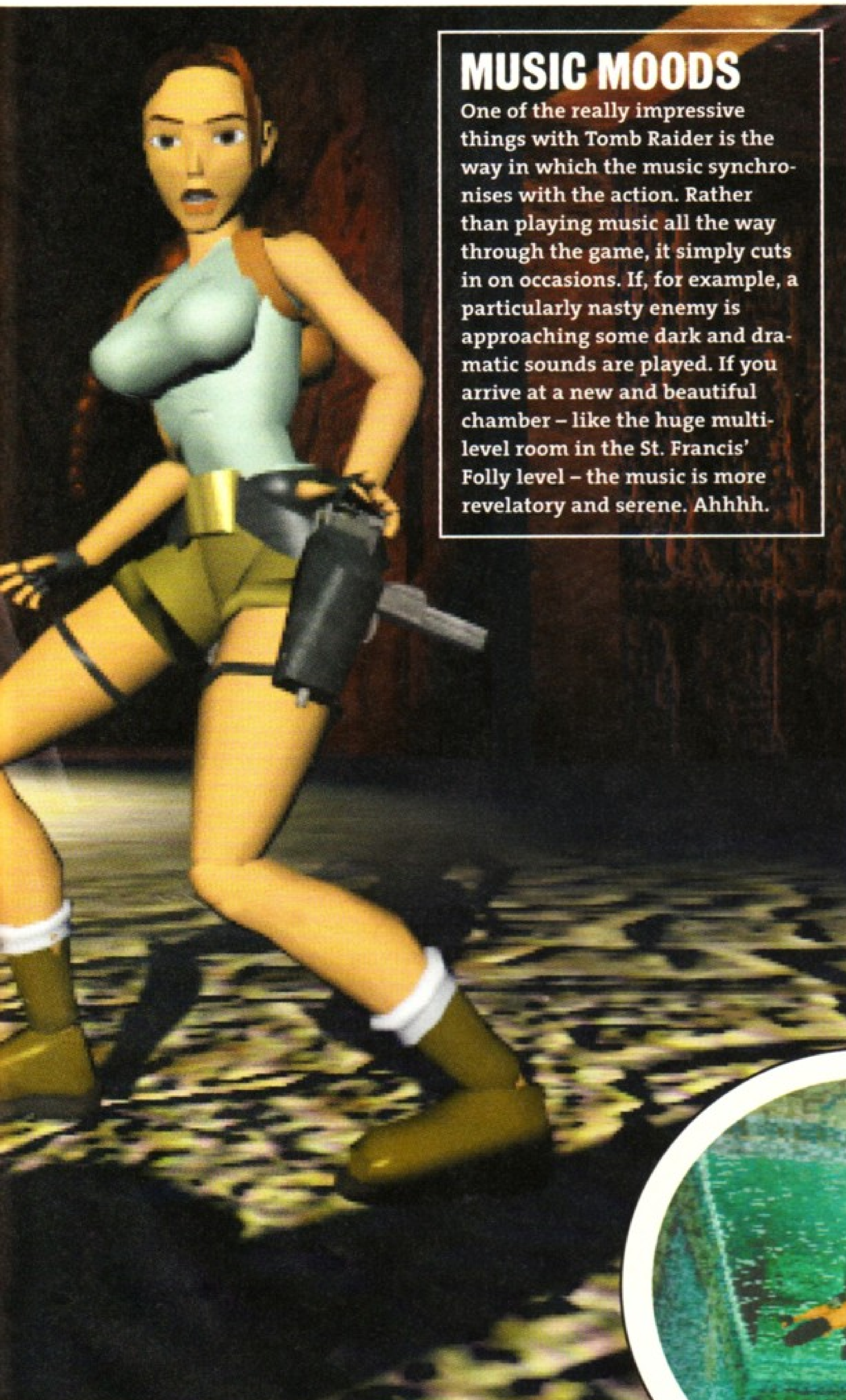
THE COLISEUM: Once you've managed to open the door to the new level, you're immediately faced with the prospect of traversing a pit containing a couple of writhing crocodiles. This is where all those useful moves that Lara can do like crawling along ledges by her fingertips prove essential. Once she's inside the coliseum there are, as you'd expect, lots of lions to contend with, as well as the odd gorilla moving about in Dave Kelsall fashion (which is pretty sinister actually). Once again there's plenty of climbing on this level. As you might expect.







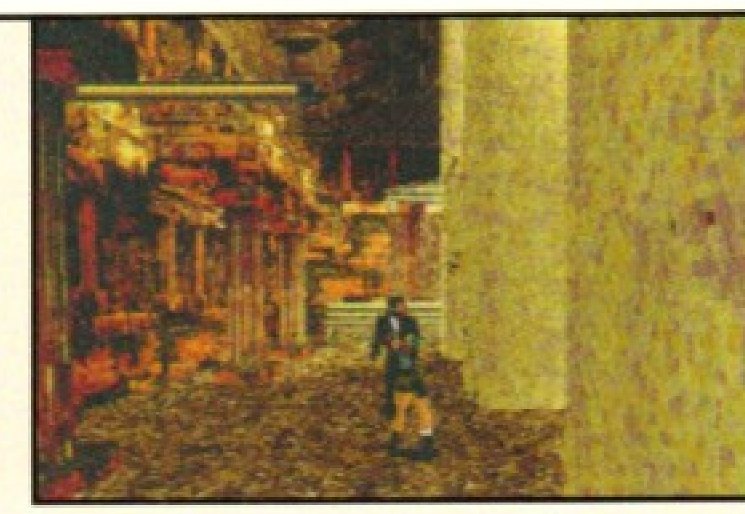
Lara can enter Palace Midas underwater. Very nice.



MUSIC MOODS

One of the really impressive things with Tomb Raider is the way in which the music synchronises with the action. Rather than playing music all the way through the game, it simply cuts in on occasions. If, for example, a particularly nasty enemy is approaching some dark and dramatic sounds are played. If you arrive at a new and beautiful chamber – like the huge multi-level room in the St. Francis' Folly level – the music is more revelatory and serene. Ahhhh.





STRANGER IN SIGHT

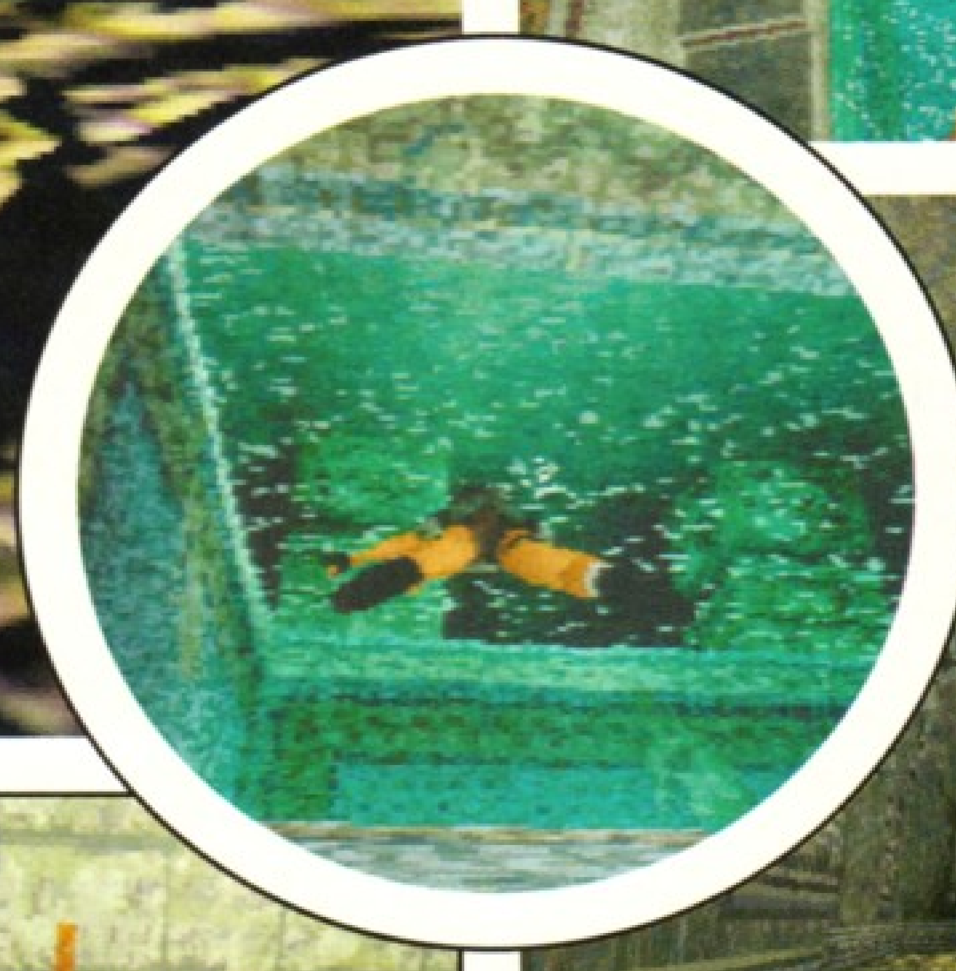
Your enemies are not only lions, wolves, bats and other members of the animal kingdom, but also human beings in all their bipedal finery. There are a number of suspicious types you're likely to come across. In the coliseum, the mysterious Pierre Dudont turns up, and in the valley where dinosaurs lurk, Larson – the bloke who originally commissioned you – pops up to blow you away and steal the piece of the Scion from your corpse. Can't trust anybody can you eh?

Quite a lot of Lara's exploration leads her underwater. this gives us a chance to enjoy some great animation, and do a spot of diving as well. Diving doesn't actually make any difference but it looks nice so why not eh? But a quick word of warning – be careful and make sure you don't drown.











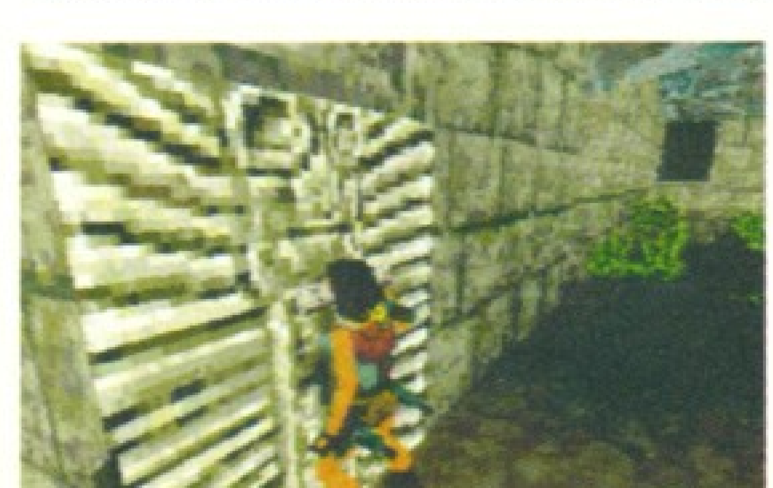
Tomb Raider features some of the most atmospheric environments yet seen of the Saturn.

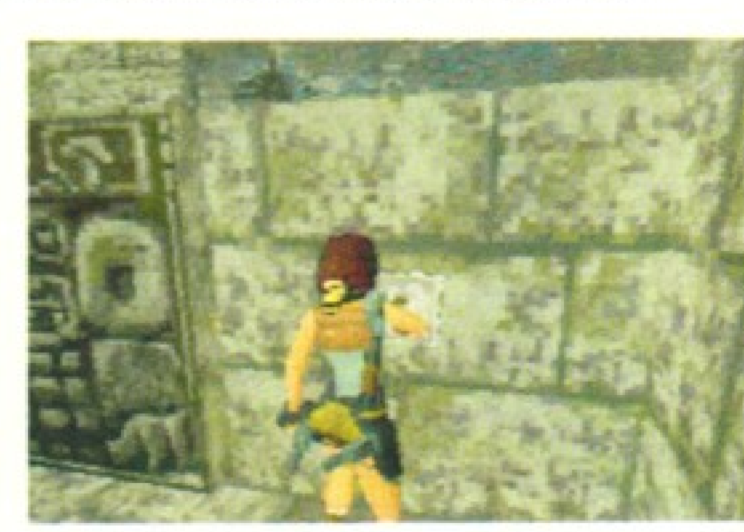




WATER BABE

Tomb Raider features lots of levels where water is involved, so it's a pretty good job that Lara is an ace swimmer. Unfortunately she's also more human than fish, so the amount of time she can spend underwater is limited. Just how much breathing space she has is displayed on a blue bar which gradually decreases. When this is used up a gold bar appears which goes down very rapidly. If she doesn't come up for air before the last of it disappears, she drowns in a horrible and convulsive fashion.





Viper Talk

Now that Fighting Vipers is finally complete, SEGA SATURN MAGAZINE's Japan Editor, Warren Harrod, took time out to visit AM2 at Sega's Tokyo headquarters to talk Vipers with the HIROSHI KATAOKA - Crew Chief of the AM2 conversion team.





The switch to a lower resolution allowed AM2 to produce uncanny shadowing and shading effects. The visual look is absolutely amazing!

SSM What were your first thoughts when confronted with the task of converting Fighting Vipers?

HK In the arcade version you were able to break the armour and smash the walls. Everybody really enjoyed that. For the Saturn as well we wanted to convert this perfectly so that Saturn users also could enjoy the great feeling of breaking the armour and walls.



SEGA SATURN MAGAZINE would like to thank Sega of Japan amd Hiroshi Kataoka (above) of AM2 for their time and courtesy.

SSM Please tell us a little about the team converting Fighting Vipers?

HK The main part of the team was the same as the Saturn Virtua Fighter 2 team. In addition, there were a few members from the original Fighting Vipers arcade team. Altogether there were around 15 people in total.

SSM What was the first development work you did on the conversion?

HK Converting the Virtua Fighter 2 program was first, however, in Virtua Fighter 2 there are no walls so creating the walls and fences was where we started. On the Saturn, creating those big walls was one of the most difficult parts of the programming so in order to get that out of the way we started on this first.



SSM Was creating the walls the longest part of the conversion process?

HK No, not really. Rather, as it was necessary for us to develop a lot of very advanced programming techniques and the designers also had various ideas they wanted to try and do so this was the most time consuming.

SSM What were the main difficulties you faced in bringing Fighting Vipers to the Saturn?

HK Because Fighting Vipers has walls, unlike Virtua Fighter 2, there are a lot more polygons being used. Furthermore, each time the armour is smashed lots of broken pieces are sent flying so that also uses many polygons. No matter what we do we have to use lots of polygons and that's really hard to do.

SSM How much more complicated were the graphics for Fighting Vipers over Virtua Fighter 2? What complications did this cause when producing the Saturn version of the game?

HK The biggest difference is that the characters in Fighting Vipers have various types of armour attached to them. In Virtua Fighter 2 they're only wearing ordinary clothes made of cloth but with the armour there's an incredible amount of minute detail included which adds a kind of mechanical feeling to it. Trying to make that kind of detail look good on a domestic TV took us a lot of trouble. Other than that, where the light hits a place it's illuminated and where it doesn't hit it's dark, in the shade. This kind of shading isn't in Virtua Fighter 2 but it's used in Fighting Vipers. This effect looks great but from the programming side it's extremely hard to do.

SSM How long did it take you to develop this?

HK About half of the total development time was spent experimenting with this.

SSM The inclusion of the walls and fences in Fighting Vipers was obviously essential in bringing the game to Saturn. What difficulties did this present you?

HK As you'd expect a large number of polygons is essential but their area size is also important. When a large polygon appears on the screen then drawing it is difficult. If you display a big wall completely, no matter what you do, when the camera pulls back the character becomes too small so you can't draw that many big polygons. Correctly preserving the force of the character's size while drawing these huge walls is really difficult. If the characters were displayed really small then drawing the walls would be quite simple. But, when they're big it's much harder.

SSM What difficulties did the interaction between the fighters and the wall bring out?

HK It's essential that the way the characters bounce off the walls is recreated identically to the arcade Fighting Vipers. The reason why is that the players want to be able to use the techniques of being able to throw their opponent against a wall and have them bounce back in exactly the same way as the arcade technique would. Because of this we had to recreate it precisely. This point of a technique's identical use is essential to making the Saturn version seem identical to the arcade version and it takes a lot of work to accomplish.

SSM How smooth was the process of bringing the Fighting Vipers characters from the arcade to the Saturn? Did any of the Vipers cause any particular difficulties?

HK It was very hard. The characters detail is extremely minute and complex. To make this detail stand out was very tough. Amongst the characters, Candy was particularly difficult. She has a very cute face. If her face doesn't look exactly the same it won't look cute. It took us along time to get her face just right.

SSM Obviously, converting Virtua Fighter 2 must have helped AM2 in bringing Fighting Vipers to Saturn. What kind of help was this?

HK If you're talking about to what degree Virtua Fighter 2 was used as a reference, then the arcade Fighting Vipers also is very similar to the arcade Virtua Fighter 2. Virtua Fighter 2 was used as the basis for Fighting Vipers so the programs are extremely close. The original programs are similar to the degree where you could almost say that if Virtua Fighter 2 hadn't already been done then we couldn't have created Fighting Vipers. The fundamental sections are the same. Rather than being helpful, the most necessary

parts of the program are practically identical so Virtua Fighter 2 is in fact essential.

SSM The speed of the action in Fighting Vipers is a lot quicker than in VF2. What difficulties did this cause?
HK From the coding point of view, for example, in Fighting Vipers there are a lot of very fast punches. The collision detection for whether a punch hits or not is extremely complex indeed. It was necessary for us to create new collision detection routines for Fighting Vipers.

SSM Virtua Fighter 2 used the Saturn's high-resolution mode throughout, whilst Vipers uses it more sparingly. Why was this?
HK In order to create the surface of the walls, no matter what you do, creating a vast number of polygons is essential so this time we reduced the resolution a little. This was one reason, one more reason was for the shading of the polygons. In the case of the Saturn, if you use a lower resolution, the shading control of light and dark can be used.



SSM The balance between the screen resolution and the number of polygons is always a factor. When did you decide that it wasn't possible to have Fighting Vipers in high resolution?
HK That was decided at the very beginning of development. We decided that this time we wouldn't use the high-res mode and instead have lots of polygons and use shading instead.

SSM How long did it take to complete your work on Fighting Vipers? Did you finish ahead of schedule or on time?
HK It took about eight months. Generally speaking we finished according to schedule.



SSM What was the feeling like amongst the conversion team during those final weeks?
HK I think we all wanted to return home as soon as possible and relax, The final two to three weeks were honestly very difficult.

SSM Now that Fighting Vipers is complete, what is your opinion on the finished game?
HK It's an arcade conversion but with regards to the consumer version various original features have been included. For example, the training mode, playback mode etcetera. I feel it was really great that we were able to put so many of these original consumer modes in.

SSM Which aspect of the game are you most proud of, and why?
HK It's something we talked about at the beginning but when you break someone's armour it's a great feeling. I'm really happy that we could convert this over perfectly to the Saturn version. Being able to represent the breaking of the armour and walls to the same degree as the arcade version is the thing I'm most proud of.

SSM Finding the hidden options and secrets has become something of a tradition in AM2 titles. How did you decide what to include in Fighting Vipers?
HK As for me, I originally intended it for both the team's and the users' enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying it's really great fun, so now I have the feeling that it's more important than I first imagined. Everyone's delighted with these extras.

SSM What about the panda?
HK <laugh> The team thought it would be interesting so they put it in for both their own and the users' enjoyment.

SSM How long did programming in all of these extras take?
HK It was around the final month.

SSM How important do you view these extras in the context of the overall project?
HK As for me, I originally intended it for the team's enjoyment. It's already on sale in Japan and the users are playing with it presently. The users are saying that it's really great fun, so now I have the feeling that it was more important than I first imagined. Everyone's delighted with these extras.

SSM Did these user opinions help you decide what you were going to add?
HK Yes, a fair number of them were really useful. On top of that, with regard to the arcade Fighting Vipers there were a number of star players. We talked directly to them and listened to their various comments. This was also a good reference.



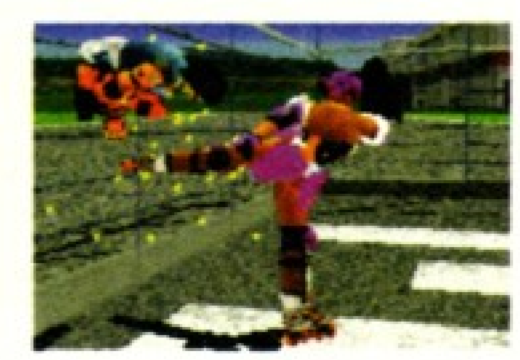
BM (above) is the final boss in Fighting Vipers. The player-controlled Mahler is slightly weaker but a cheat can access the original, stronger version too!

SSM In terms of hidden characters, you seem to have concentrated on Candy's wardrobe quite heavily! Why was this?
HK The voice of the users. Candy is a very popular character so this was in response to her popularity.

SSM Please tell us a little about the inclusion of the bear.
HK The bear was originally from the background of the Old Western Town stage. It was standing at the back of the stage. It's a popular mascot character for Fighting Vipers.

SSM BM and Mahler seem to be very similar indeed. What are the differences between the two characters?
HK BM is the boss character. He's tremendously strong so whenever a player is versus another player, the player who uses BM becomes excessively powerful. The balance isn't very good. In order to get the balance right for the Saturn player vs player mode we reduced the specification of BM and created Mahler.







The rebound effects from the fences and the walls were the most difficult to successfully replicate from the arcade.

SSM Now that Fighting Vipers is available to buy in Japan, can you tell us a little about the reaction you have had to the game from the press and the users?
HK Fighting Vipers was originally an arcade game however, due to the extra features such as the bear, Hyper Mode and Training Mode etcetera everyone has said that it's really fun to play. It seems that these points are really enjoyable for everyone.

SSM Do you have a message for your fans outside Japan?
HK I've been to America several times and met players but I haven't yet had the chance to meet any European game players. If there are any opinions from users who've played Fighting Vipers and enjoyed it, I'd certainly like to hear them. By all means, I'd really enjoy receiving their letters.

Daytona, Daytona

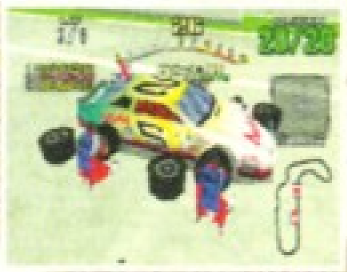
– so good they




A bit of action from the 777 Beginner Track...




Some nice shots showing the new car bodywork the CS Team have included in Daytona CCE.


Each of the eight cars have their own distinctive paint-jobs as well as different handling. The four views from arcade Daytona remain in evidence in Championship Circuit Edition.







You get different degrees of car damage now – if you collide with a car side-on, for example.



This sharp turn is pretty nasty...



Shades of Sega Rally in terms of style.





The clipping in Daytona CCE has been reduced incredibly since the last conversion.



made it twice!



Don't say Sega never do anything for you – after pressure from Daytona fans they've yielded and asked the maestros behind Saturn Sega Rally to revamp the whole stock car concept. We take a good hard look at the (almost) finished result...

I often wonder how differently my life would have turned out had I been a junior spy. Surely during the difficult puberty years I would have become bored of my jet-setting espionage lifestyle and rebelled against my secret service upbringing, leaving me to exploit my near-superhuman talents in other arenas. Combining this first youthful fantasy with my childhood envy of those smart-arse motocross kids that were always on Blue Peter showing off, I'm fairly sure I would have ended up as a grizzled stock car drag racing bum, driving super turbo cars at 300mph with scant regard for my own life.

But then I look at other young proteges and observe their various falls from grace, noting that the sweeter and more goodly the child, the more screwed-up and degenerate the adult. Which further leads me to believe that I would more likely have by now been drinking pure alcohol rocket car fuel like it was healthy Snapple and beating up photographers.

So it's lucky then that I was never a junior spy and that my life has not been adversely affected by a pre-pubescent position as a pawn in the Cold War. It's also lucky that I stopped watching Gerry Anderson TV shows and deluding myself. And, in an unprecedented speaking clock-esque third stroke of luck, I am indeed fortunate that Sega have seen fit to release not one, but TWO versions of their stock car game Daytona on the Saturn. This allows me to live out my fantasy parallel life in the comfort of my own home. Except for the photographers bit.

Numerous readers will no doubt remember the first conversion of Daytona, which was one of the first titles to grace the Saturn upon its UK release. However, newcomers to the Saturn scene may not know that whilst this was by all accounts a smart game, as a technical conversion accomplishment it fell somewhat short of the high mark we now expect. The coders, unfamiliar with the Saturn technology, gave us a game high in playability but low in polish. Then, in the wake of the stupendous Sega Rally, thousands of brutally unforgiving Saturn owners bombarded Sega with requests for an updated "Daytona Remix". Well we hope they're satisfied, because Sega have gone at least two or three better and completely re-converted Daytona from scratch AND thrown in some extra new elements. As you can see from the shots in this Showcase, it look a billion times better. And as you'll learn from the words, it even plays better, too.

Daytona CCE is reviewed next month.





A duo of shots from the desert track.

AMAZING **NEW TRACKS** A-GO-GO!!!

Probably the element of Daytona Circuit of most interest to owners of old-fangled Daytona are the new circuits themselves. There are two on offer, known as National Park Speedway and Desert Highway. They're both tougher than the old tracks served up by primitive Daytona USA. Here's a brief guide to the pair of them.






NATIONAL PARK SPEEDWAY

A leafy green expanse, as you'd expect from a national park. It's got plenty of wide-open looking spaces which contrast with the often tight track. It looks on the surface not dissimilar to the green bits of the existing Galaxy Sea Street track. But it's trickier. Note the Ferris Wheel and Rollercoaster. Since we saw the game last month the CS conversion team have added moving rollercoaster carts to zoom around when you drive past.






DESERT HIGHWAY

Looking totally unlike any existing Daytona level, Desert Speedway starts you off near a strip of tumbledown-looking shanty shops in the middle of a scorching stretch of sand. From here it's an uphill sprint, taking in some gorgeous sights along the way – such as the hot air balloon which rises into view over the edge of a mountain road. Also look out for the train that shoots into the mountainside tunnel in a manner of which Freud would no doubt be compelled to comment upon. This is one of the best-looking levels going, even if it is a bit on the yellow side.
Expect more shots of the finished article in the very next issue!

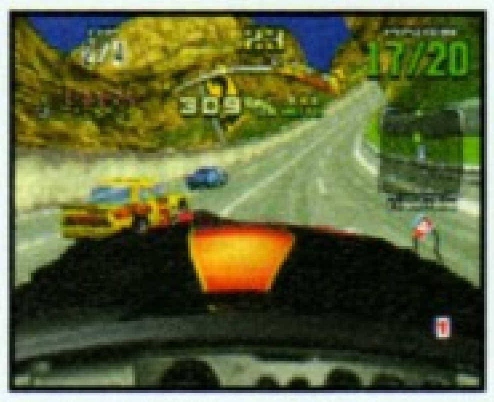
TIME **WON'T** GIVE YOU TIME

If you really take your racing games seriously, you'll be pleased with some of the minor features offered by Daytona CCE. Along with the usual rash of replays and ghost modes and so on, you're able to keep yourself informed of how your current performance is going while you race. The Time Comparison option tells you how fast your lap is and how it compares to the fastest times achieved on that stretch, allowing you to work out where your weakest racing areas are. Or make your little brother feel bad when he sees your times, depending.






It's lots better this time!




Daytona USA never had any problems in the gameplay department. Now, thanks to the technical expertise of the CS Team, the graphics will be amazing too!

SPOOKY GHOST MODE!

Ghosts, as any paranormal researcher will tell you, come in all sorts of shapes and sizes. Now you might think "What the jiggins has this got to do with Daytona? Get on with it already, you fink", but this does have some relevance. You see, Daytona had a Ghost Car mode, which allows you to "race" against the spirit of the best lap time. Like in Rally, Daytona CCE offers six different types of ghost car, depending on how you'd like it to look. It could look like a normal solid car, or a shadow of an automobile, or a flashing-type graphic. Pick the one which you think'll be the least distracting for you, that's our tip... We're noted for our sound advice, you know.





Yes, the shadows are better in this version.



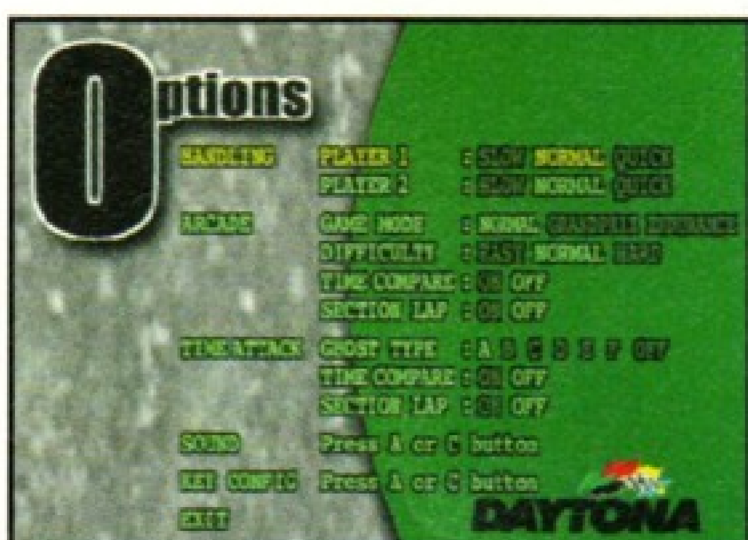
Some more Dinosaur Canyon action here.



The expert track (above) was something of a glitch fest in the original Daytona. It's loads better now and the CS Team are still re-modelling bits and pieces as we write.

CHOOSE **YOUR FAVOURITE** CAR!

"I wanna flyyyy sky hiiiigh, on a hooorse or in a caaar". Thus sang the warbly bloke on the old Daytona soundtrack, informing players as to the choices of transport on offer. Well, not quite. But had he done, the lyrics would have been completely correct. This time round, the vehicle selections would be slightly more difficult to fit into a rhythm. That's because all-new Daytona presents players with a menu of EIGHT different cars. Weirdly, not a single one of them is the original red 'n' blue Hornet (although there is actually a car called the Hornet in there, oddly enough). Instead they're all sexy revamped motors, each with their own abilities and handling personality. Along with an individualised bodywork job, too. Some cars are better suited to some tracks and play styles than others, and even once you know the parameters of each vehicle you'll still have to experiment before finding the right one for yourself. We're not totally sure what they're all like yet, because the nuances of the control method have yet to be sorted out complete. But rest assured we'll give you the full low-down before you get your hands on the game. So that'll be next month then.





ROUND AND **ROUND** SHE GOES

We all know that the real skill in racing games lies in maintaining a top speed over a number of laps, not just scoring one particularly speedy circuit in a race. Daytona Circuit Edition offers players three levels of lap intensity for players to test their mettle on. Weedy players should start off on normal mode, which offers a fairly small lap count, differing depending on the track chosen. More skillful types with more time on their hands should opt for GP mode, where the number of laps required per race hangs around the twenty mark (or around 2.5 times the normal mode number). Gluttons for punishment, though, should head straight for Endurance mode, which asks the impossible – about a thousand million laps per race. Well, about ten times the normal mode amount, anyway. Which is still loads. The exact quantities of laps for each mode is still subject to change, however, so things may not be so gruelling in the final version.



MIGHTY SPLIT-SCREEN MODE **UNVEILED!**

One of the most exciting developments in the new Daytona is the addition of a split-screen two-player mode. Those knockers who said it couldn't be done were already force-fed their words by Rally. Daytona compounds this V-flicking by being even better than Rally in terms of graphical aceness. Whilst it's necessary to lose a certain level of detail to get the split-screen action running at the right speed, the beauteous colours of Daytona remain intact. At the moment the clipping is a little intrusive, and work has to be done on shrinking the speedo which currently impinges on the players' view of the horizon. Apart from that, though, it's cool. All the tracks and cars are fully playable in head-to-head mode, along with lovely extras such as the time comparison which tell you how badly you're losing. Definitely worth the price of the new game alone.





In the two-player mode, there is some loss of detail, as in Sega Rally. But mostly it's stuff that you wouldn't notice at the reduced screen size any way...



The important thing with the two-player mode is the speed and despite processing almost twice as much data, this split-screen is STILL smoother than the original Daytona USA!

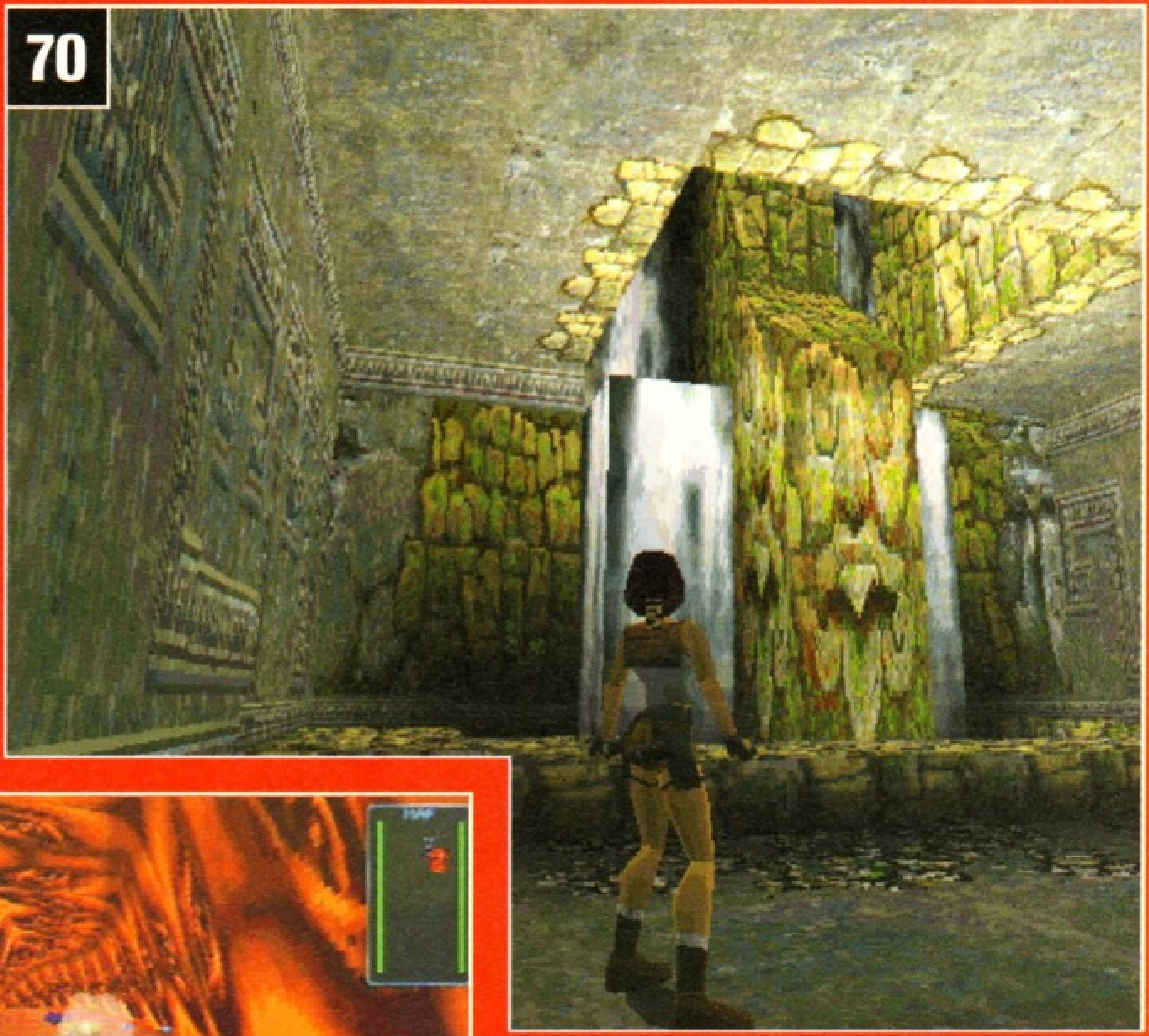

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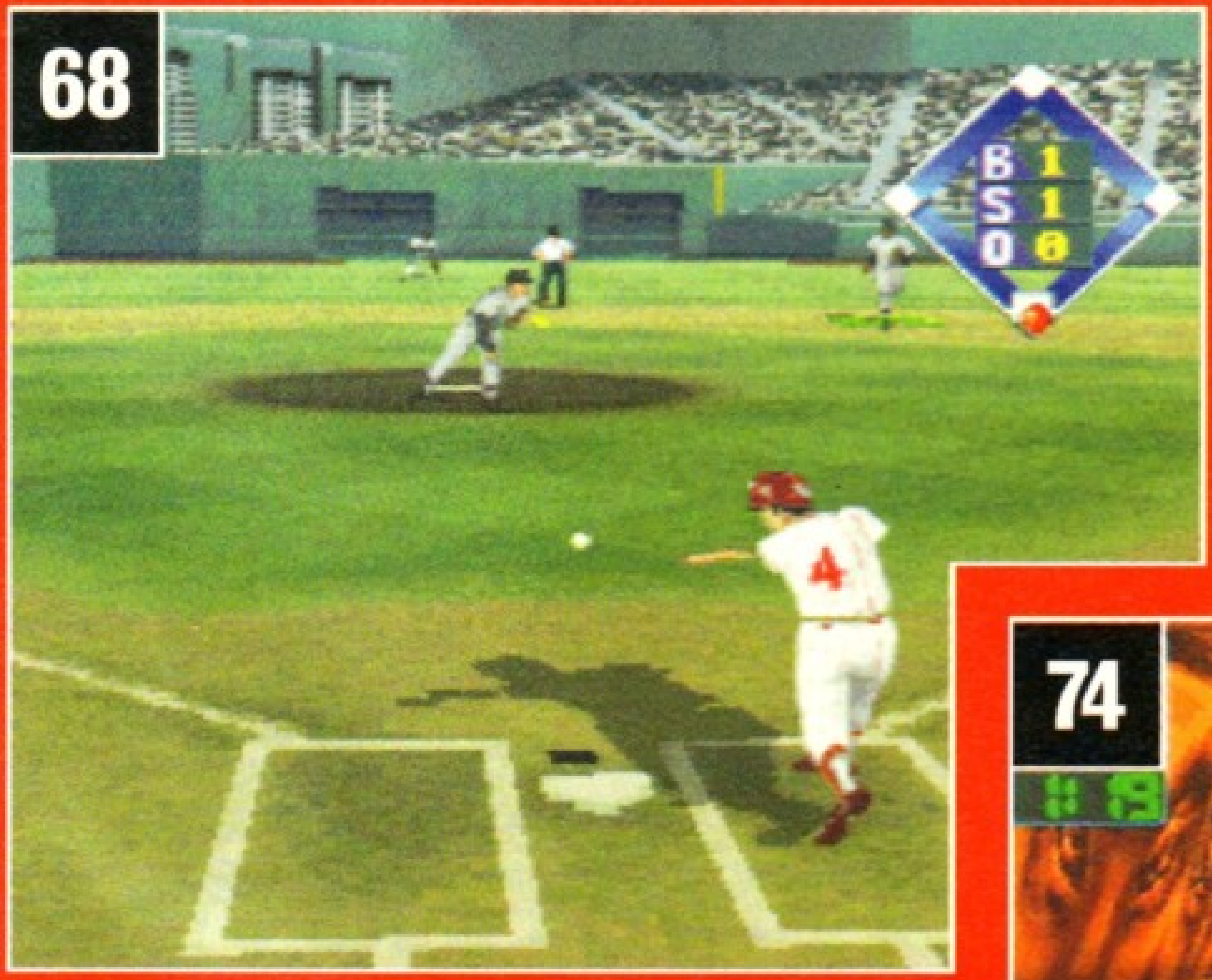
SEGA SATURN™

Review *Index*

Hiya kids, Tricky Dicky Nixon here – back from the grave to introduce the Sega Saturn Magazine Reviews Index for this month! You know, it's been some time since my enforced resignation from office, and a body's gotta find some way to pass the time – which is how I got into Sega. All those cool games where you can just blow everyone up! It's great! I can't wait for EA's America Strike, when I can destroy the White House! If I can't goddam have it, NO-ONE CAN! AHAHAHAHAHAAAA! Ahem. Anyway, hope you like the following games reviews, gamesniks. Catch ya in thirty, homies, Ricky Nixon. P.S. Never trust a commie.

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BY	CAPCOM
PRICE	£TBA
STYLE	FISTICUFFS
RELEASE	CHRISTMAS

Capcom were always going to have to try very hard to screw up this conversion. So we know it'll probably be fantastic. But just how fantastic? Well read on, true believers, and you'll find out.



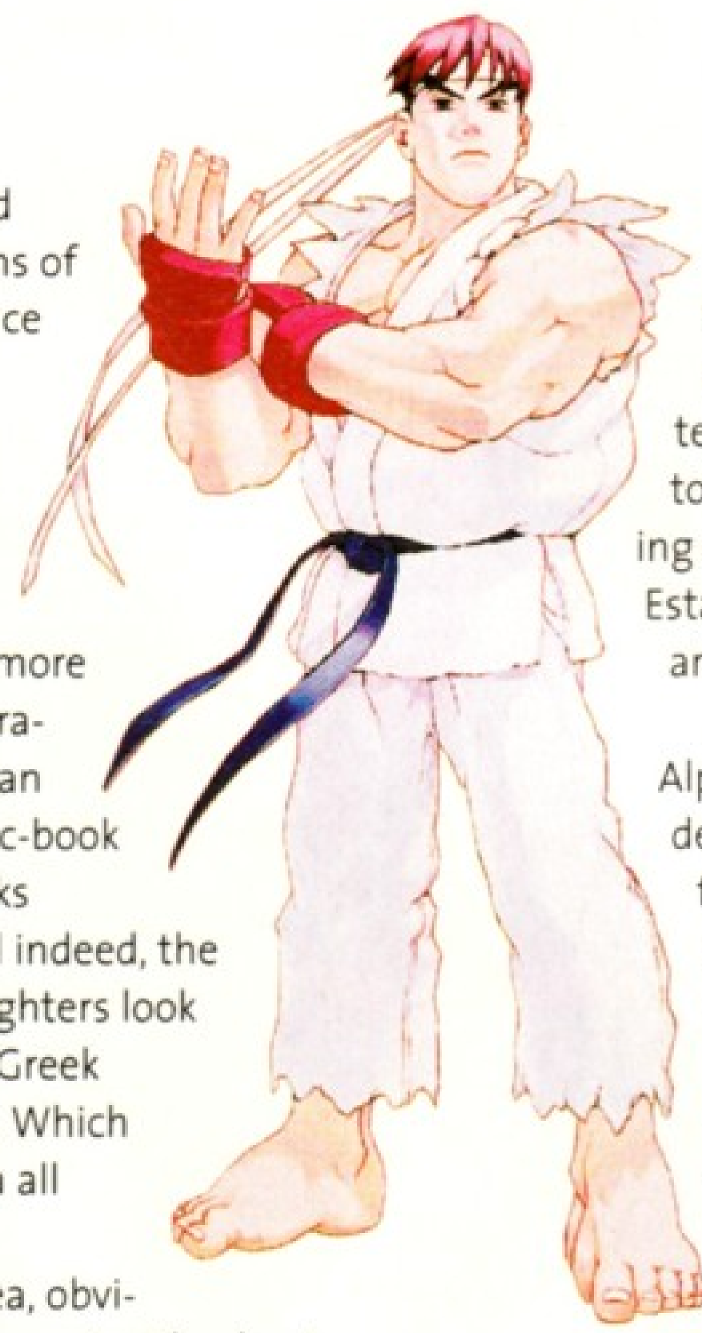
If the Street Fighter mythos is to be believed, Street Fighter Alpha was set in between the first Street Fighter games and it's massively more successful sequel. Which makes it Street Fighter 1.5, in decimal terms. So that means that Alpha 2, the sequel to the sequel of the prequel, must actually be Street Fighter 1.75 (or Street Fighter 1 and two-thirds if you're an oldster). How long will we have to wait until Street Fighter – The Thursday Before Street Fighter 2 Edition Turbo? Well, actually, probably forever, because Capcom have said they're not making any more Alpha games. Although we've heard that sort of line before. Many times.

This is because Street Fighter is one of the longest-running and probably the most enduring series of games in history – and not without good reason. This was after all, the title responsible for introducing combos to beat 'em ups, without which the genre would not exist as we know it. Since this initial discovery the rocket scientists of Capcom have tinkered day and night updating and improving their little baby.



Alpha 2, the latest fruit of their intensive eight-year labour, is doubtless the version most geared towards SF experts. It features way more moves than its predecessors, and not merely in the quantity of special attacks available to each character. Along with the familiar standard and special attacks, there are now Zero Counters, which allow you to reverse incoming attacks if you're quick enough, and Super Combos – Max Meal versions of specials which are unblockable once they make contact and are capable of inflicting serious damage.

The graphics also received an overhaul with Alpha, taking on a more anime-style style with more emphasis on proportional exaggeration and cartoon ludicrousness than the previous psuedo-realism comic-book thing. Or whatever. Anyway, it looks really really nice, it's very colourful indeed, the backdrops are smart and all the fighters look like grotesque pre-Christian Greek mythological sculptures. Which was probably the idea all along.



The other idea, obviously, was to come out with a beat 'em up to rival Capcom's own big contenders, the X-Men and Darkstalkers, as well as moving beyond the prequel. This has been accomplished perfectly. Home Alpha 2 is big on home improvement – there are two excellent conversion-only play options to extend the longevity of play. The first, Survival Mode, is an excellent challenge (the player has only one energy bar to play through the whole game with). The second, Training Mode, is a great idea considering the level of complexity beat 'em ups have attained. If you're shaky on how to perform the various hand-torturing combos and counters Training gives you infinite time and a non-aggressive dummy opponent to practice on.

Newcomers to this Street fighting thing would be advised to start here, and head into the main game once they've attained a degree of mastery over the controls. There's a lot more to Alpha than just wading in and pressing all the buttons in the hope you'll win. Established SF masters, on the other hand, are in for a treat.

The mechanics of Street Fighter Alpha offer almost limitless scope for developing combos, playing out old favourites and inventing new ones of your own. There's a whole ruck of new characters (most of which, disappointingly, are culled from Street Fighter 2) to get to grips with, too. And, in the true manner of every SF game, Capcom have listened to the players (the real experts) and evened out the advantages betwixt the various characters slightly.

The result is a product polished to the point of perfection. Whilst it's easy to get into and accessible it also features unparalleled depth which ensures it'll stay at the front of your collection for some time to come. Of course, as with all fighting titles it's LOADS better with two human players. I fact, we advise you buy a real opponent if you haven't already got one just so's you can get the most out of Alpha 2. Maybe not an essential purchase if you're a fairweather supporter of the genre and you already own the first Alpha, but anyone with more than the merest inkling for the series will love this. It's fast, tricky, addictive and just generally all-round awesome.

RAD





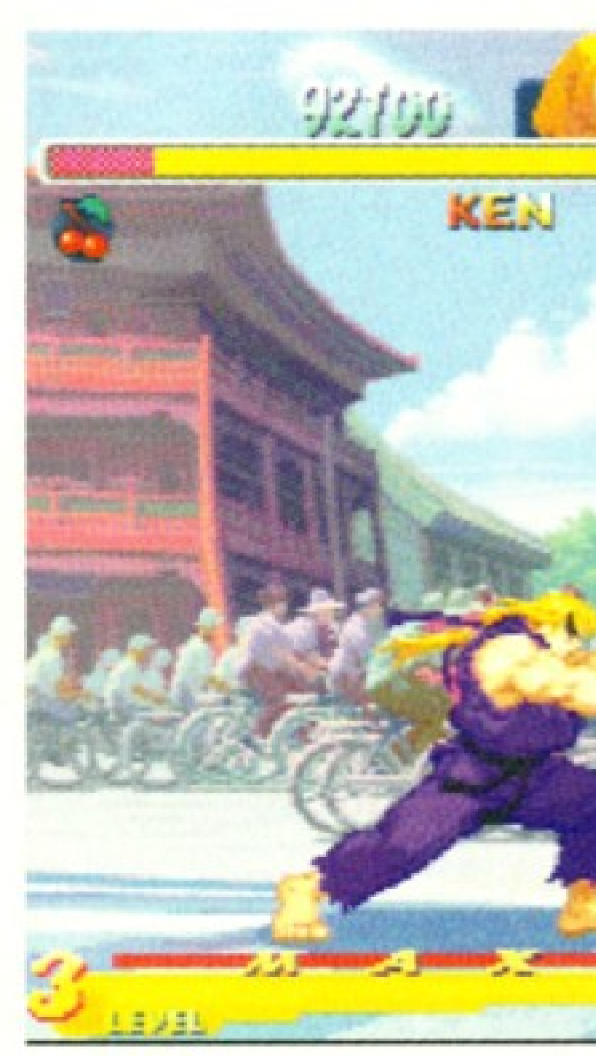
Executing some awesome Super Combos is clearly the order of the day judging by these screenshots to the left and above. Check our showcase for comprehensive moves lists.





A nice example of what is known as the Super Combo (left) as Ken initiates his multiple dragon punch attack upon a bemused Ryu. Most of the older characters from SFA haven't changed much.

A bit of a double knockabout situation occurring (left) whilst Chun-Li gets it in the face via the fireball-spewing Ken.









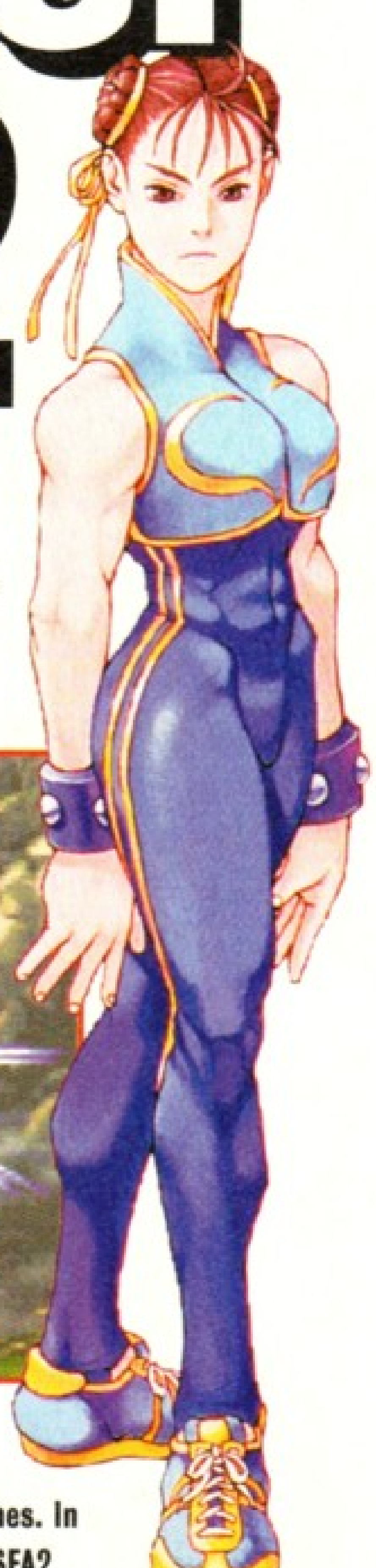

Akuma is kind of like Ryu... Only far tougher with a few more moves.

The centrepiece of Street Fighter Alpha remains the spectacular Super Combos. Like Ryu's mega fireball (above). They're briiiiilliant!

Street Fighter Alpha 2





Plenty of old Alpha character action in those shots (left).

CAPCOM! LORD OF THE JUNGLE!

What Capcom don't know about 2D beat 'em ups ain't worth knowing. Maybe. Obviously, if they knew everything good all their games would be the same and they'd never get any better. But the likelihood is that if there is anything more to learn about 2D fighting games, Capcom will think of it. Just look at their other success stories. X-Men, Darkstalkers and the first SF Alpha all scored over 90% in this magazine, and there's still Marvel Super Heroes and Street Fighter vs X-Men to come! Hooray for Capcom! Lord of the Jungle!










The Saturn is the definitive choice when it comes to Capcom fighting games. In terms of animation, speed and detail SFA2 Saturn is superior to the PlayStation version.

Select all of these AND five hidden fighters!

Akuma remains a fearsome opponent.

Once again the Saturn demonstrates its unassailable command over all things 2D with another corking beat 'em up. In terms of audio-visuals and all-out action there's no 2D fighting game to compete with this Saturn translation of SFA2. On any system.

graphics	92
sound	90
playability	95
lastability	94

overall **95%**

BY	SEGA
PRICE	£TBA
STYLE	SPORTS SIMULATION
RELEASE	OCTOBER

It's a game that people in Blighty don't tend to give much credence, but that, like American football, seems to have cut a bit of a niche for itself on the console. World Series Baseball was quite a success when it was released, and this sequel looks like maintaining the standard.

It's irony indeed that America's national sport involves neither the testosterone fuelled aggression of American football, nor the theatric high jinx of basketball, but skills and techniques that, in this country, are best expressed in unisex P.E. lessons. It's rounders after all, despite what any cocksure Yank might say. Ok, so they hide this fact by creating a unique universe of rules and statistics but it's still about whacking a ball with a bat and running for bases.

With baseball sims there's almost an identical sense of aloof disinterest, something which makes it pretty tough for them – whatever the quality – to sell well in Britain. World Series baseball was up against such odds when it appeared over a year ago, and to its credit it managed to draw you in, no matter what your attitude to the sport itself. This kind of success naturally engendered a sequel and here it is looking much like its predecessor but pretty fine with it.



Behind the maze of stats, the rules of baseball are actually quite simple. A player moves up to the plate to face the pitcher on the mound. He has three attempts to hit the ball and if he can't manage it he's out. When three players are out (either through strikes, being caught or run out) the inning is over and the teams swap places. If a player manages to connect with the ball he can run for one or more bases depending on how good his hit was or how fast he is. When any player makes it round all of the bases the team is awarded a point.

Despite the fact that all American's will know the game anyway, World Series Baseball 2 effectively manages to convey the rules to those who, like myself, are a bit lost at the outset. Like the John Madden series, the enjoyment of playing means you pick up the rules almost instinctively, and it isn't long before you're organising some of the more complex tactics like changing field positions, going for a steal or selecting pitchers to match left or right-handed batters.

You'd be forgiven for thinking that the gameplay in World Series Baseball 2 is rather shallow. At first, hitting the ball seems a matter of luck more than judgment, and while it's easy to get curve on the ball, pitching feels likewise, a bit uncontrollable. More than anything this is familiarising yourself with the subtleties involved in the gameplay, and once you begin to master the game, the extent to which players and teams vary makes itself more apparent.

World Series Baseball 2 features all of the teams in the league meaning you've got hundreds of players to deal with and a good range of quality or not depending on who you pick. There's a variety of game options from exhibition through to league, and even the chance to get some batting practice by playing a home run derby.

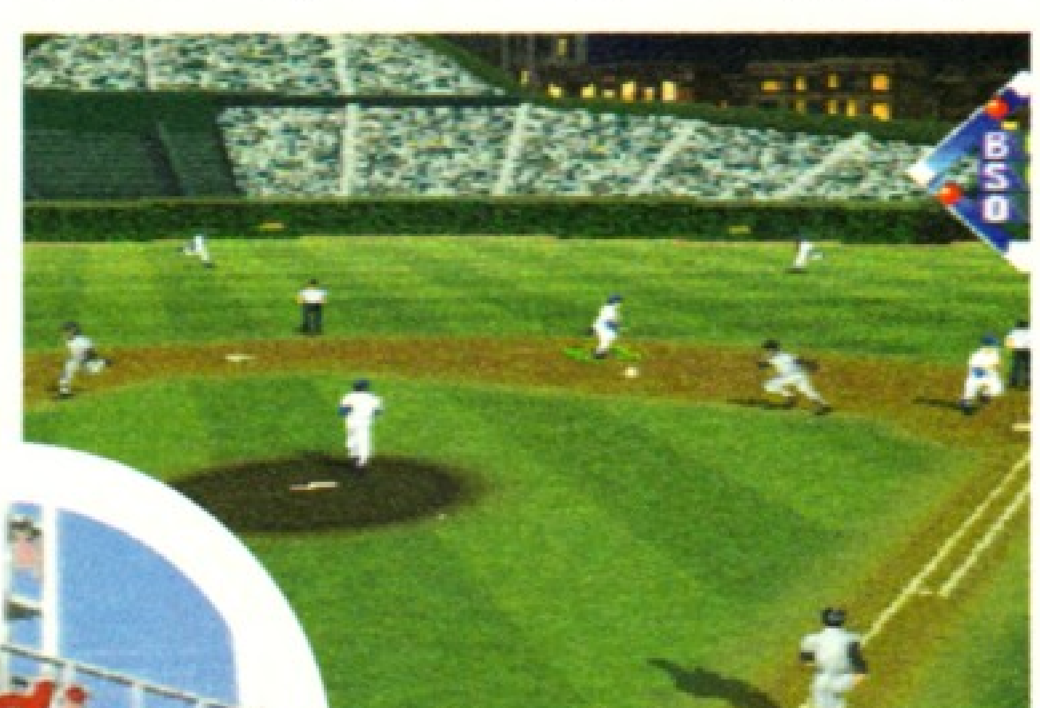
That's good ole' Frank Thomas heading for first base. As you may be aware, he's got his own baseball game, Big Hurt Baseball, that isn't quite up to scratch.

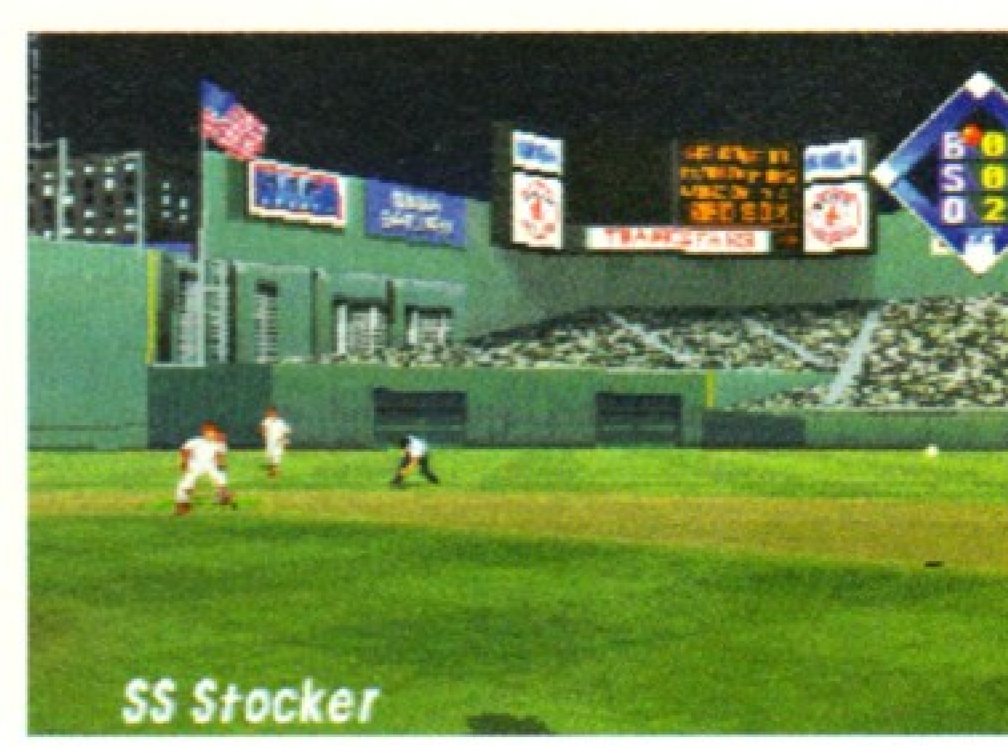


With all these positive comments in mind, I suppose I should add the obligatory warning at this point, the warning being the somewhat limited appeal a baseball sim is likely to have among the firmly footy orientated British public. If you have harrowing memories of rounders or hate with a passion those people who put on American airs to play softball in the park, I suggest you stay clear of World Series Baseball 2. As for everyone else, it'll sit comfortably next to your more anglo-centric sports sims.

ROB





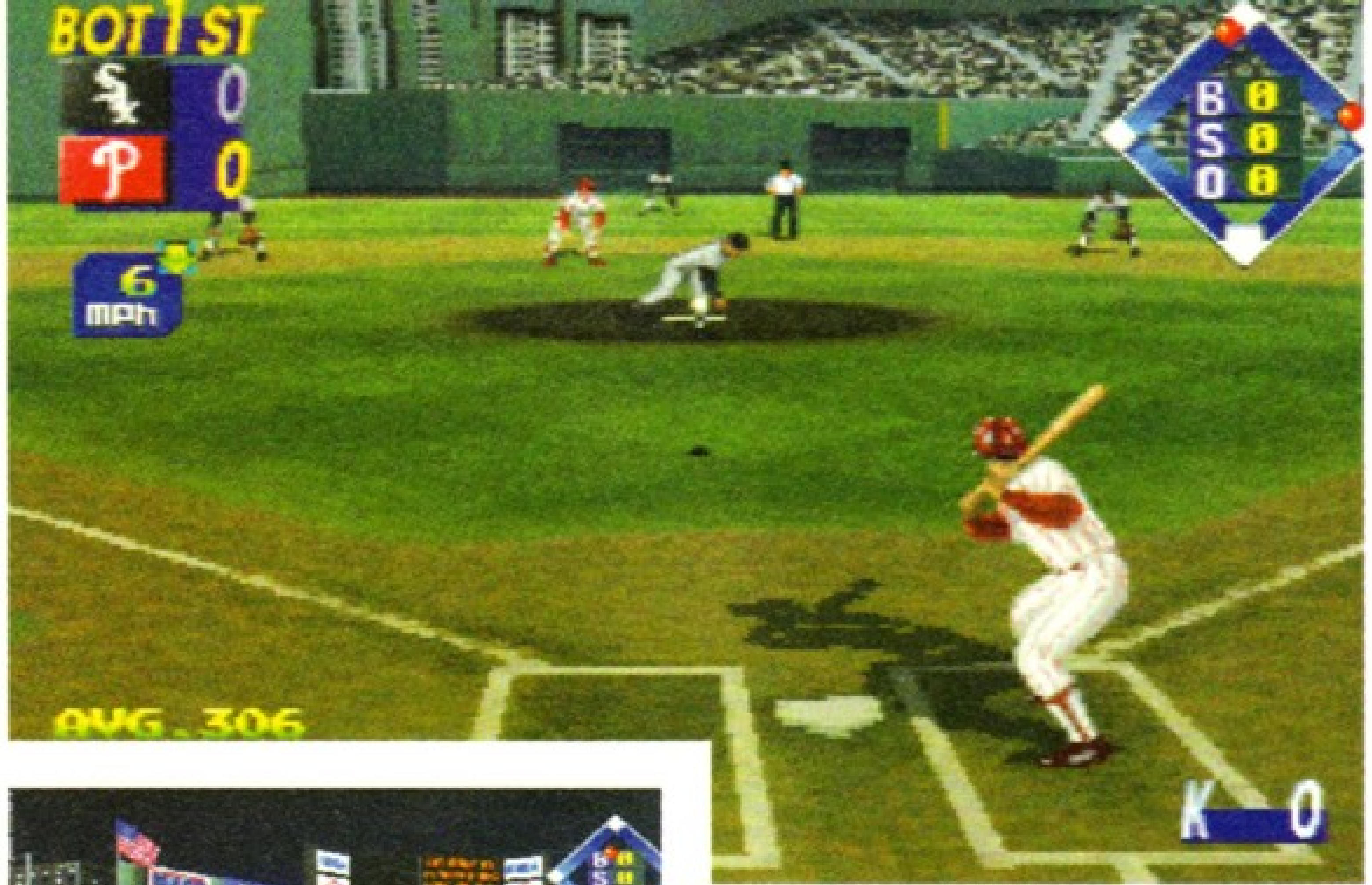


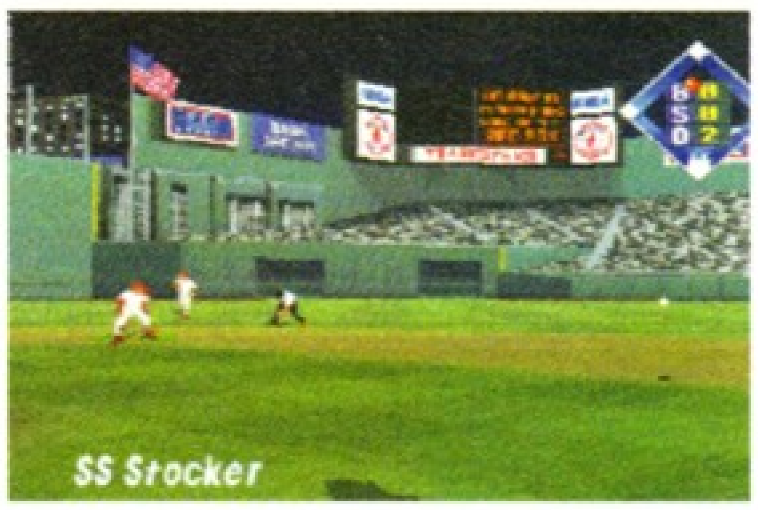






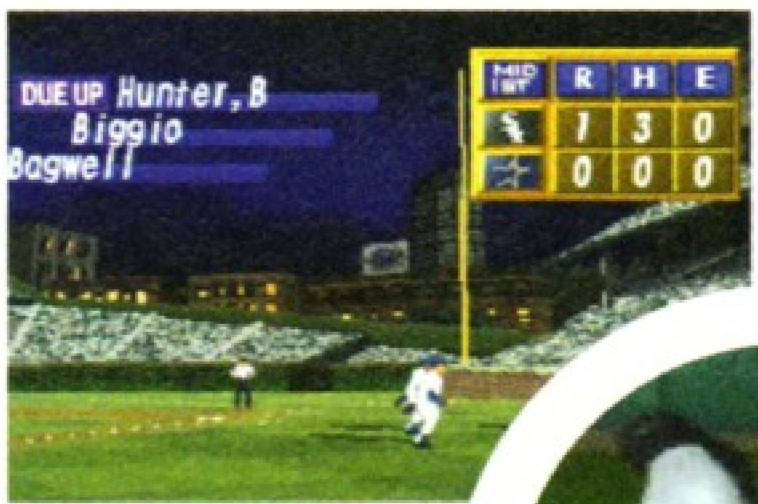
(Top left) The fielders are dawdling about.
(Top middle) It looks like there's some confusion between the bases.
(Top right) He's running from 2nd to 3rd. Be quick about it!
(Bottom left) More disarray in the field.
(Left) No one's on the bases and the batter's about to strike. It looks like a home run is in order here.





(Above) The pitch comes in. Will it swing left? Will it swing right? Or is is a feeble straight ball? Only the god of screenshots has the answer.

(Left) In the right of the picture you can just see the ball coming over. If it gets to 3rd bass then the runner is out for sure.



The 'Sox' as they're known are definitely in the driving seat here.



The bases are almost loaded here meaning points a-plenty.



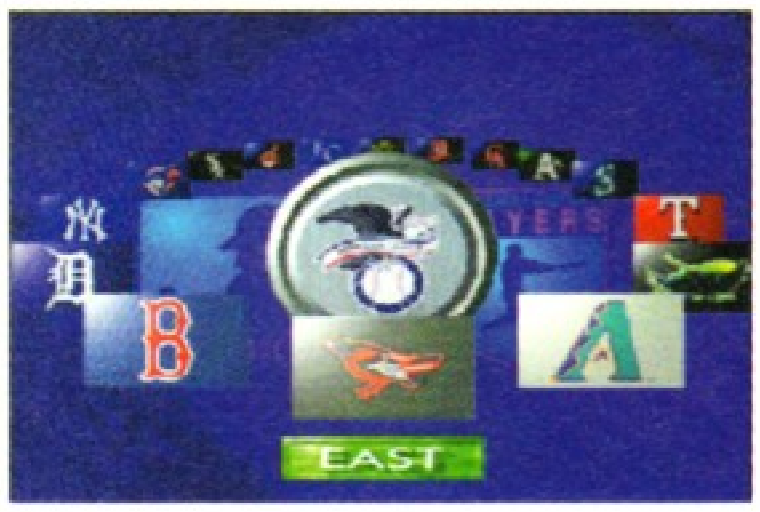


The loneliness of the outfielder. A fielder in this position runs the risk of a comical collision with the wall if he's too busy looking at the ball rather than where he's going.

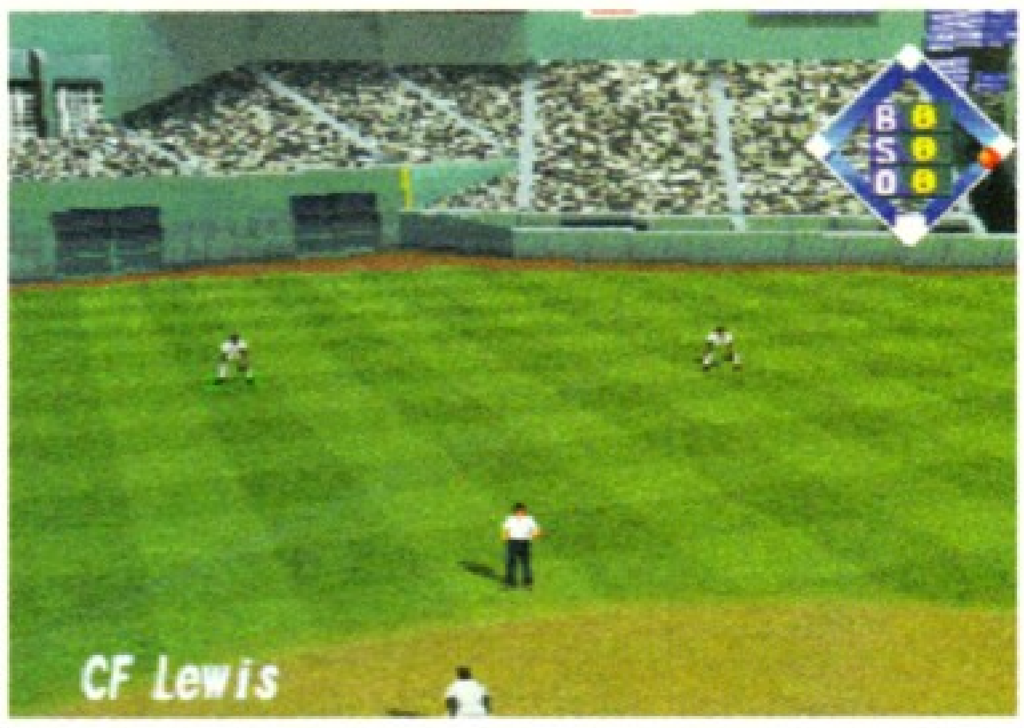


This time around the 'Sox' are taking a bit of a pasting. Still, there's plenty of time, what with a total of nine innings to play. As the saying goes; it's a batty old game. Zzzzzz.





WORLD SERIES BASEBALL 2



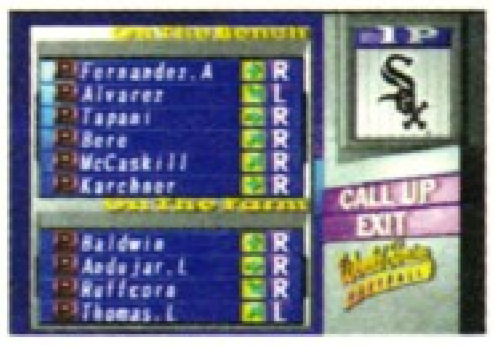
They stand in silent concentration. The tension is palpable!



The ball is up! A catch is imminent.



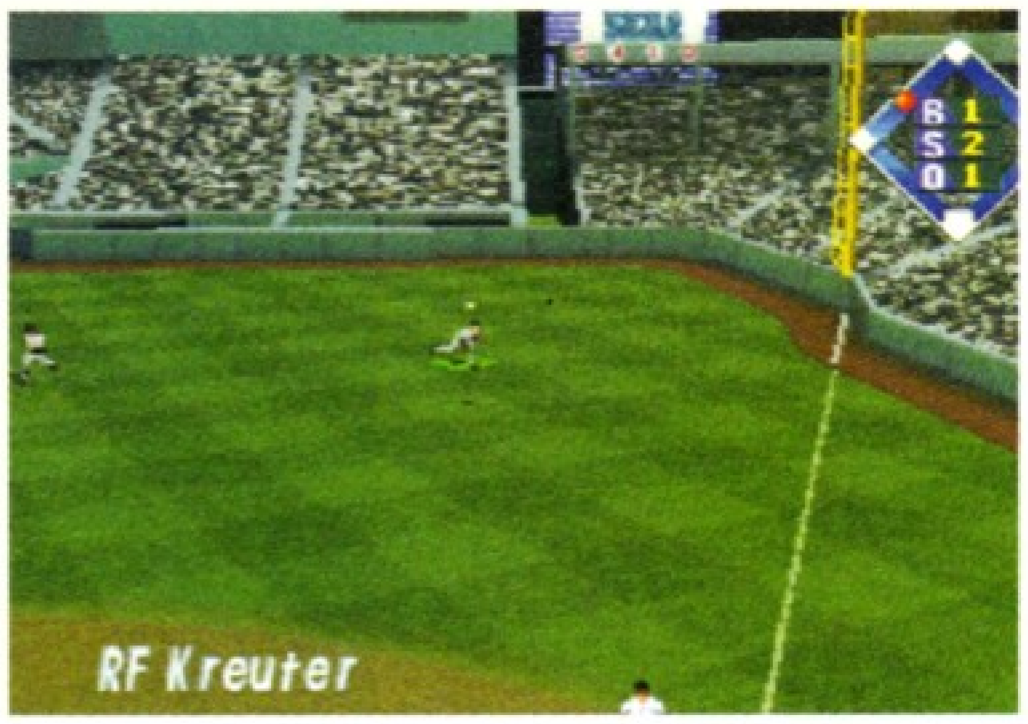
WSB 2 helpfully suggest that you 'play ball'.







As you've probably guessed by now, the White Sox have been something of a popular choice in the office.



STADIUM ROCK

A good example of the detail the programmers have shown in World Series Baseball 2 can be seen in the range of stadiums included in the game. There are some pretty famous ones in there that you'd have heard of in movies like Field of Dreams – places like Wrigley Field, Fenway Park or the Yankee stadium. Each of them is accurately rendered with the exact field size and everything. To top things off there's some appropriate commentary from the classic burger-voiced Yank. Yeehaa!



Fenway Park – where legends are born!



Veterans Stadium – where legends die!

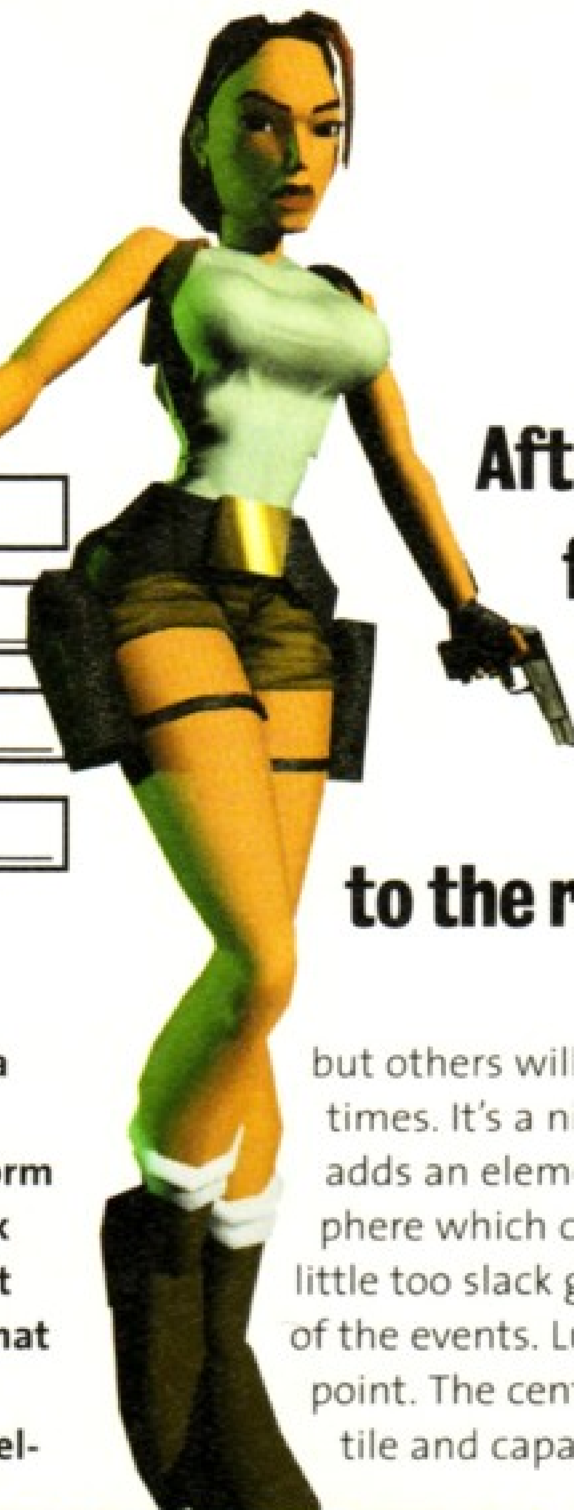


0-3. Yes, quite. 0-3 indeed.

A fine sequel to what was a very good game in the first place. There's enough style and depth in World Series Baseball 2 to keep you happy for months.

graphics	82
sound	86
playability	87
lastability	88
overall	87%

BY	CORE DESIGN
PRICE	£49.99
STYLE	ADVENTURE
RELEASE	OCTOBER 1996



After seemingly years in development Tomb Raider is finally ready for release. And doesn't it just look lovely. It looks like, for once, it's worth the wait. That logo to the right seems to confirm it.



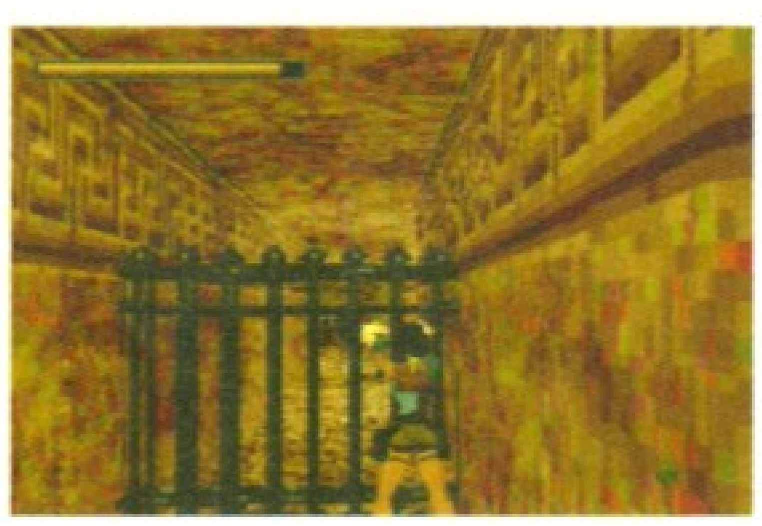
Some years back Core Design were a small software house in Derby "famous" for the Megadrive platform game Chuck Rock. Now Chuck Rock wasn't bad as it went, but it wasn't until the release of the Mega-CD that our chums at Core shot to first division (or Carling Premier League or whatever) status with their excellent 3D shoot 'em up Thunderhawk. Since then they've successfully claimed the 3D roving blaster genre as their very own, producing a string of titles along Thunderhawk lines, such as Shellshock and Battlecorps. Tomb Raider is the latest polygonised thoroughbred from their stable, and the first to feature a normal human being in the starring role.

Basically, the game works like this – you're set to work in a number of 3D levels, which may be explored freely at your leisure. However, certain sections of each stage are usually sealed off by locked doors or summat and you've got find the correct key/lever/object to open it (or whatever). Along your travels you'll meet up with numerous wild animals (both real and mythical) which you're invited to shoot with your guns or avoid with your selection of acrobatic skills. There are harsh platform arrangements to conquer, long falls, underwater swimming sections and all manner of other non-violent threats to your person as well.

The object of the game is to rescue a shedload of ancient treasures from long-forgotten temples and the like. There's a plotline about how Lara Croft (your character) is hired by mysterious corporation to seek out the three parts of a mystical antique thing. This crops up in the form of intermissions between levels, where there's a bit of horseplay with some other characters. You see, along with the various representatives from the animal kingdom, Tomb Raider also features a number of non-player treasure hunters on the same trail as yourself. Some you'll get talking to, but others will try and kill you numerous times. It's a nice touch, and one which adds an element of urgency to the atmosphere which could quite easily have been a little too slack given the explorative nature of the events. Luckily this isn't the only plus point. The central character is highly versatile and capable of performing numerous different jumps, shuffles and shoots. All of these are essential at some point during the game, meaning you have to know your way around the controls. Each individual level has been designed beautifully, taking its cue from real-life ancient civilisations to produce fairly authentic-looking ruin environments. It's the urge to explore which makes Tomb Raider compelling. The pace of the action is pretty laid-back, so anyone expecting an Indiana Jones experience has another thing coming. The emphasis of Tomb Raider is far more on the puzzle factor. The first couple of levels are easy enough, with only a few levers and the like blocking your path to victory.



A great deal of effort has gone into the control method used for Lara. Swimming in particular stands out as being utterly ace (above). A bit of grappling with a gate (below).



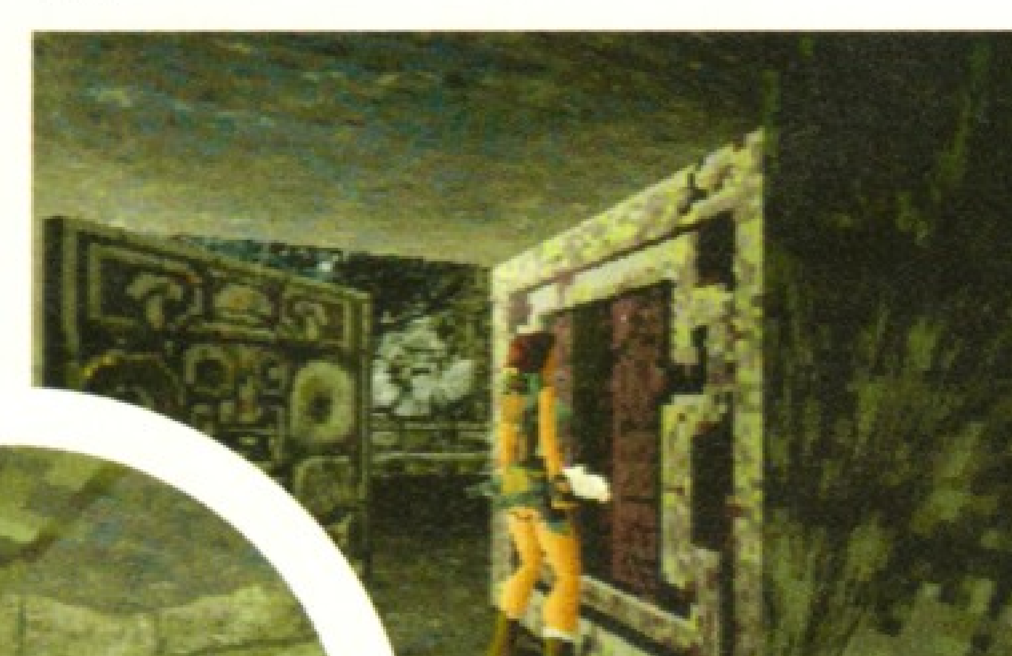
After this the challenge level of the problems starts a steep ascendancy towards "Very Very Hard Indeed". That's where my second criticism comes in: Tomb Raider's control method requires pixel-perfect coordination and that coupled with the lag between a button press and the appropriate action being carried out can be extremely (no, *EXTREMELY*) frustrating in some situations. Basically, Tomb Raider isn't the sort of game you can't bung on for a quick ten minute blast on. Core reckon that there's a hundred hours of gameplay required to complete Tomb Raider, and we can see no reason to disagree with them. Although, of course, about thirty of those hours will be spent wandering around fruitlessly and hurting your head trying to work out what to do next. The addition of the Action Mode once the game has been completed adds still further to the lifespan of the title.

My only real complaint about Tomb Raider is that it feels somehow unassuming in its atmosphere. It's a great game with superb graphics and has obviously taken a shedload of thought and work (and cash) to produce, but for some reason it doesn't feel as flashy as, say, NiGHTS or any of its other big-budget peers. Not that that's much of a problem, really. If you're looking for a game to keep you inside while the weather's crap, Tomb Raider is the perfect companion. It's a lengthy challenge, a lot of hoots and one of the better games from this country so far this year.

RAD



Kind of like Resident Evil meets Prince of Persia in full 3D. That's Tomb Raider.



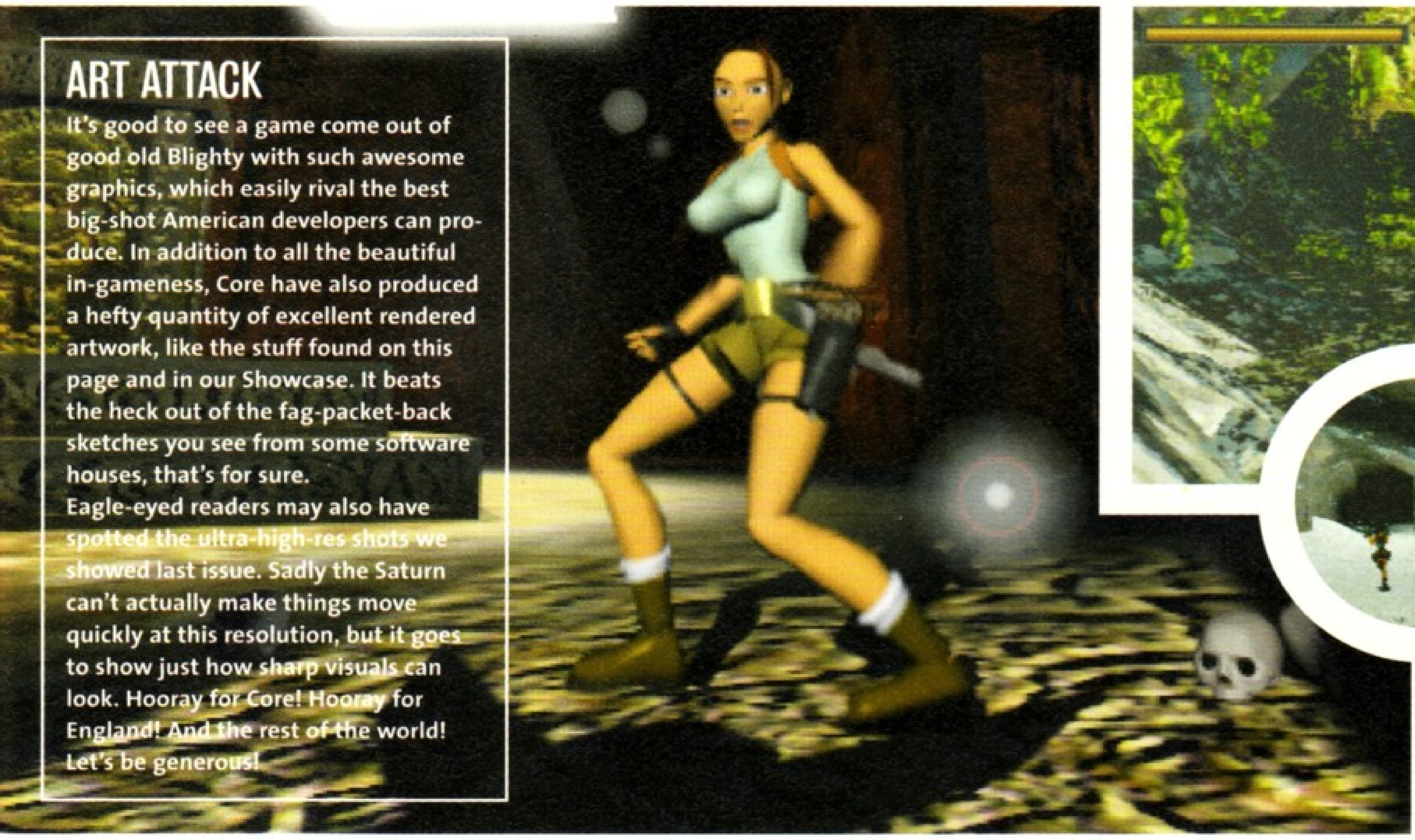
The 3D modelling in Tomb Raider looks absolutely fantastic!











ART ATTACK

It's good to see a game come out of good old Blighty with such awesome graphics, which easily rival the best big-shot American developers can produce. In addition to all the beautiful in-gameness, Core have also produced a hefty quantity of excellent rendered artwork, like the stuff found on this page and in our Showcase. It beats the heck out of the fag-packet-back sketches you see from some software houses, that's for sure.
Eagle-eyed readers may also have spotted the ultra-high-res shots we showed last issue. Sadly the Saturn can't actually make things move quickly at this resolution, but it goes to show just how sharp visuals can look. Hooray for Core! Hooray for England! And the rest of the world! Let's be generous!







A bit foliage action going on above.

TOMB RAIDER



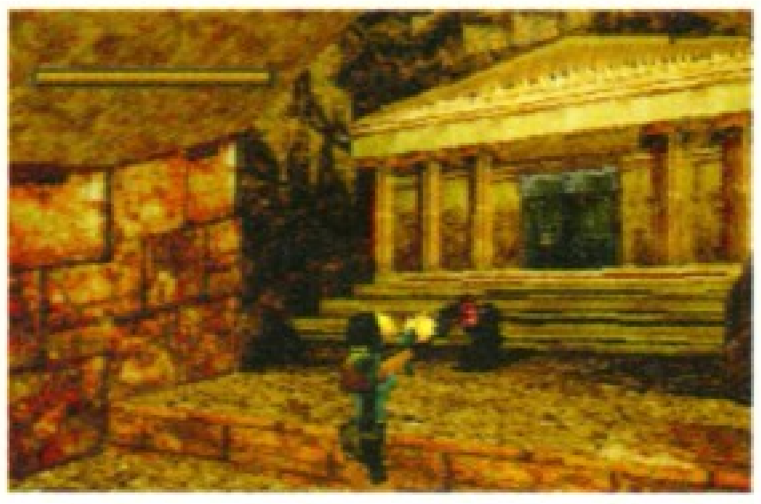
Every self-respecting platform game - even in 3D - should stick to the convention that an ice level should be in there somewhere. Even Mario 64 and NiGHTS do it too! However, these games don't have the same amount of backdrop interaction as Tomb Raider has, as the pushing and pulling around this caption shows quite well.

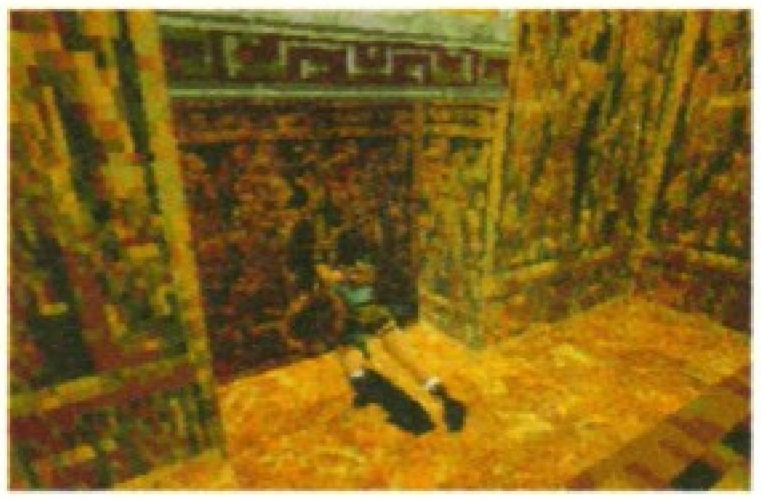


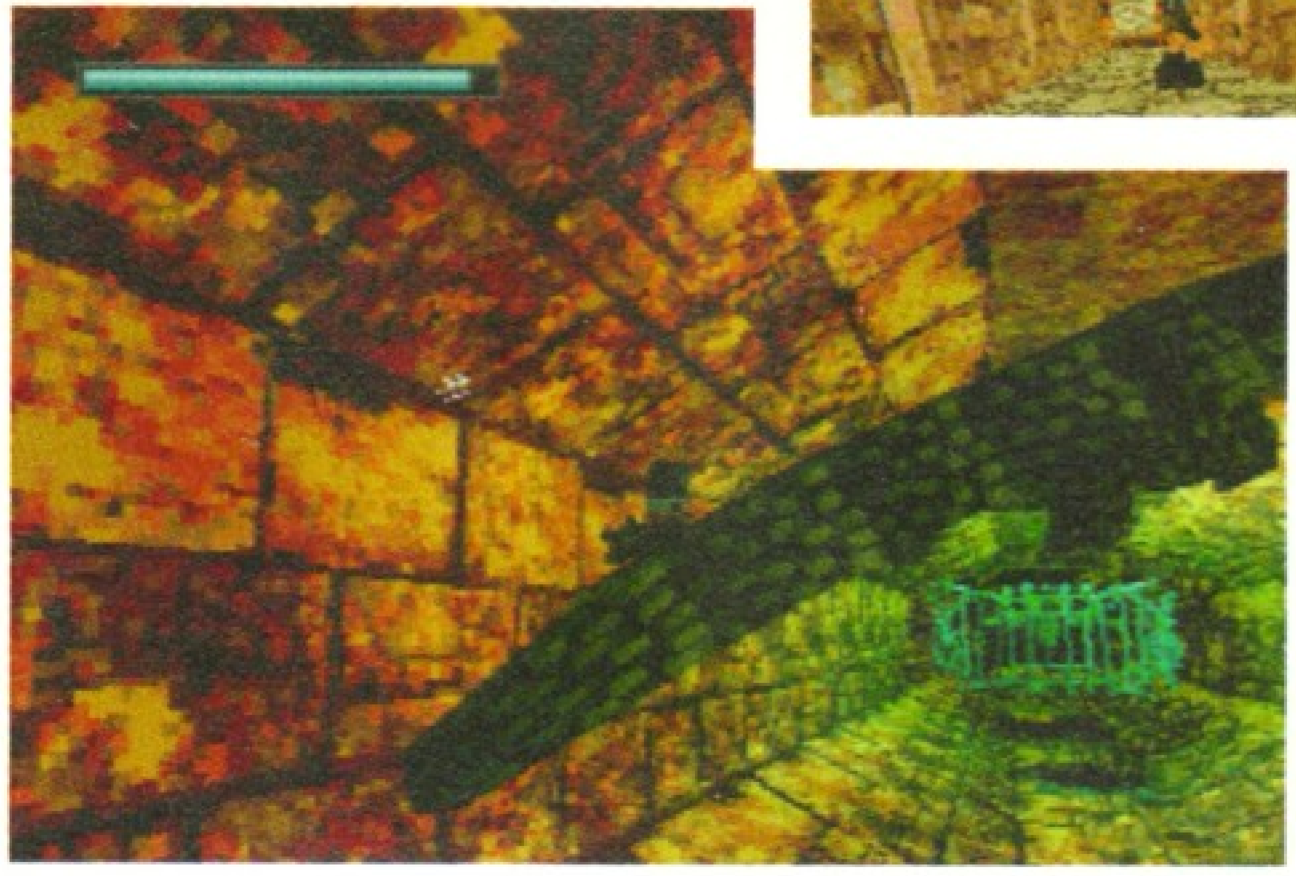
A lot of Tomb Raider's puzzles centre around the pushing and pulling of levers and objects. Some puzzles are excessively cunning.













Bringing up the inventory (above) shows the entire range of objects that Lara has collected, all of them lovingly rendered in 3D. They spin around too.

A classic exploration with reams of gameplay. Definitely one for the collection if you value your value.

graphics	94
sound	90
playability	93
lastability	96

overall **92%**

REVIEW

BY	VIRGIN
PRICE	TBA
STYLE	PLATFORM
RELEASE	NOVEMBER 1996



Once upon a time, there was a worm called Jim with a robot power suit. He didn't do a lot, really. Just saved a princess a couple of times before retiring rich. Now his ancient adventures are available for your Saturn. Obviously Virgin are cashing in on retro-games fever.

Earthworm Jim, you may remember, was that funny games character invented by Shiny Entertainment. This is before he went on to star in his cartoon series, range of action figures, lunchboxes, pyjamas etc etc etc. Well now he's BACK, gamesniks, and this time he's in a game again. Of course, we shouldn't mock Shiny for the proliferative nature of Earthworm. For starters, they're probably rich enough to buy our magazine and sack the lot of us. Plus, of course, they had to find some way to earn a crust out of what is so far the only Shiny character to make it to games shelves. If you want to persuade someone to buy your development house for a hundred billion thousand dollars you've got to have some incentive, I suppose, and two platform games might not be enough.

Or perhaps they are. Because for reasons best known to themselves (but probably involving cash), Shiny have chosen to debut Earthworm on 32-BIT in a straight conversion of his second Megadrive adventure. Admittedly it's not the most backward of platform games. Earthworm is famous for the variety inherent in his titles. Various levels see you digging, flying, Stannah-ing and pig lifting along with the usual gamut of running, jumping and shooting. However, in any sense other than commercially, releasing a year-old Megadrive game on the Saturn is a bit of a bizarre decision.

Still, games don't get a reputation like EWJ's without being corking. And there is much to commend the title for. Most obviously it has a genuinely amusing sense of humour, instead of the forced "wackiness" common in much of the genre. This mostly depends upon items and events relevant to the game too, as opposed to intrusive and frustrating faux-samples or "hilarious" intermissions (although it's got those too). Japery aside, Earthworm also impresses with its polished presentation, which guides you through the game slickly – filling in loading gaps, making the screen look nice and smart and generally adding an air of trustworthy professionalism to the play experience. And, of course, there's the general spiffing level of imagination put into the game design. Which is what really garnered all the plaudits upon Earthworm's first release.

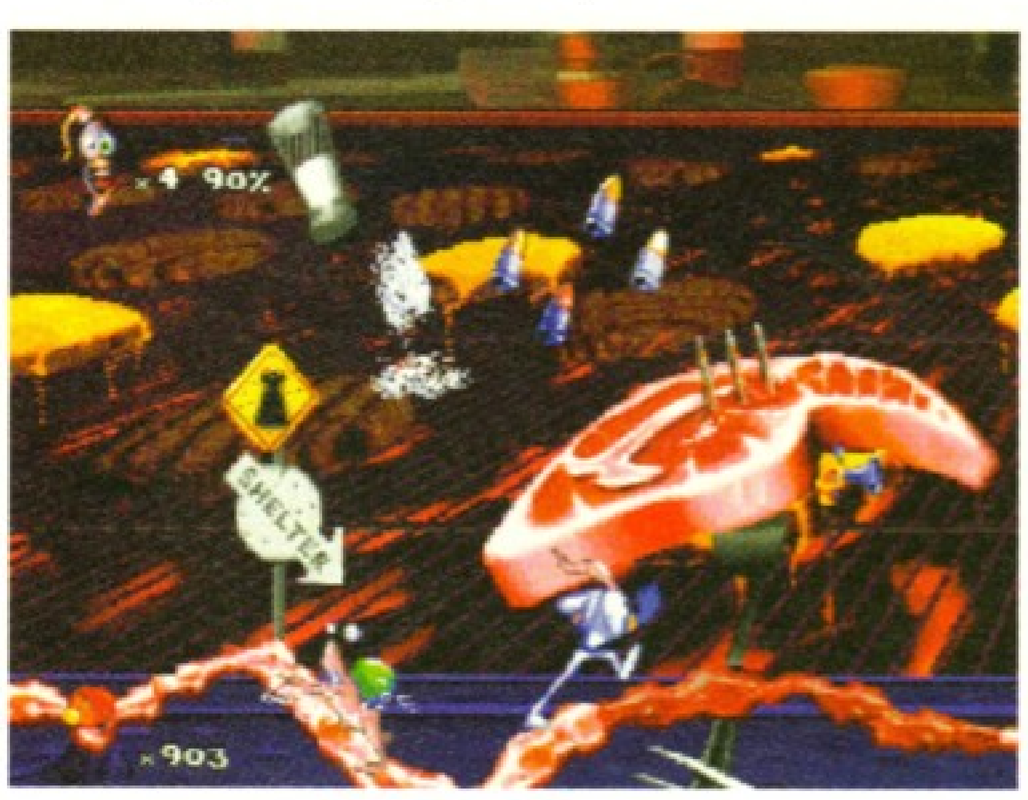


Sadly for Shiny, though, things have moved on somewhat since then. 32-BIT consoles have raised the stakes of what's considered good. And EWJ doesn't compare so favourably with its new peers. Previously a big fish in a small computer pond, Jim has trouble looking quite so groovy when he's up against a new breed of massively inventive and cleverly programmed competitors.

In fact, the biggest thing Jim has going for him here is that platform games on the Saturn are very scarce. Sure, it's a reasonably playable game, but if only to maintain their cutting-edge reputation you'd think Shiny would have at least had a bash at something new for the flagship consoles. The graphics look tiny, the controls feel overlight and the music sounds like the Miami Vice cops jamming with The Power Station – all widdly guitars and power-sax.

Most hardcore platform fans will probably already have played this on their last machine. Given that, anyone whose first console is the Saturn probably won't know what a platform game is. Obviously, those fans that haven't seen this before will find some relief from the runny-jumpy drought in Earthworm's charms. The majority of players, though, will doubtless remain somewhat unimpressed. I'm sure if Shiny bothered coming up with some new ideas for the Saturn spin-off I'd be dancing a jig of joy, screaming Earthworm Jim's praises in the street like some kind of possessed Christian lunatic. Sadly, though, despite my deep and abiding affection for the character and his funny cartoon on the telly, I can't recommend this game to anyone but the most die-hard enthusiasts.

RAD



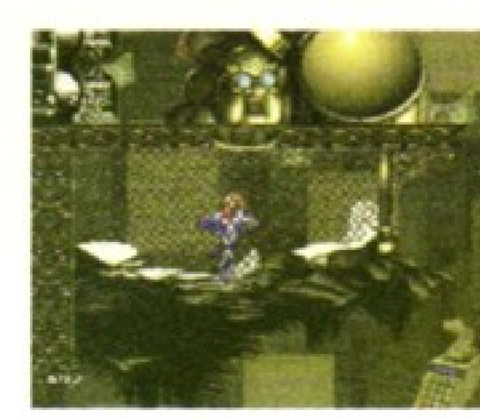


This stage has some excellent little touches to it. Sheafs of paper flutter around Jimmy's feet everywhere he runs, scattering like confetti. Lovely.



This is just a picture of Jim shooting a cow up the bum. But don't worry, readers, he's not hurting it. It's only pretend, you know. It's all a game. Called Earthworm Jim 2.





This is a funny black & white stage with nice graphics.







This is a funny Sega logo, with Jim playing the accordion to his lady love Princess What's-Her-Name.





Jim shows off his impressive three-way gun, which has good shot coverage.

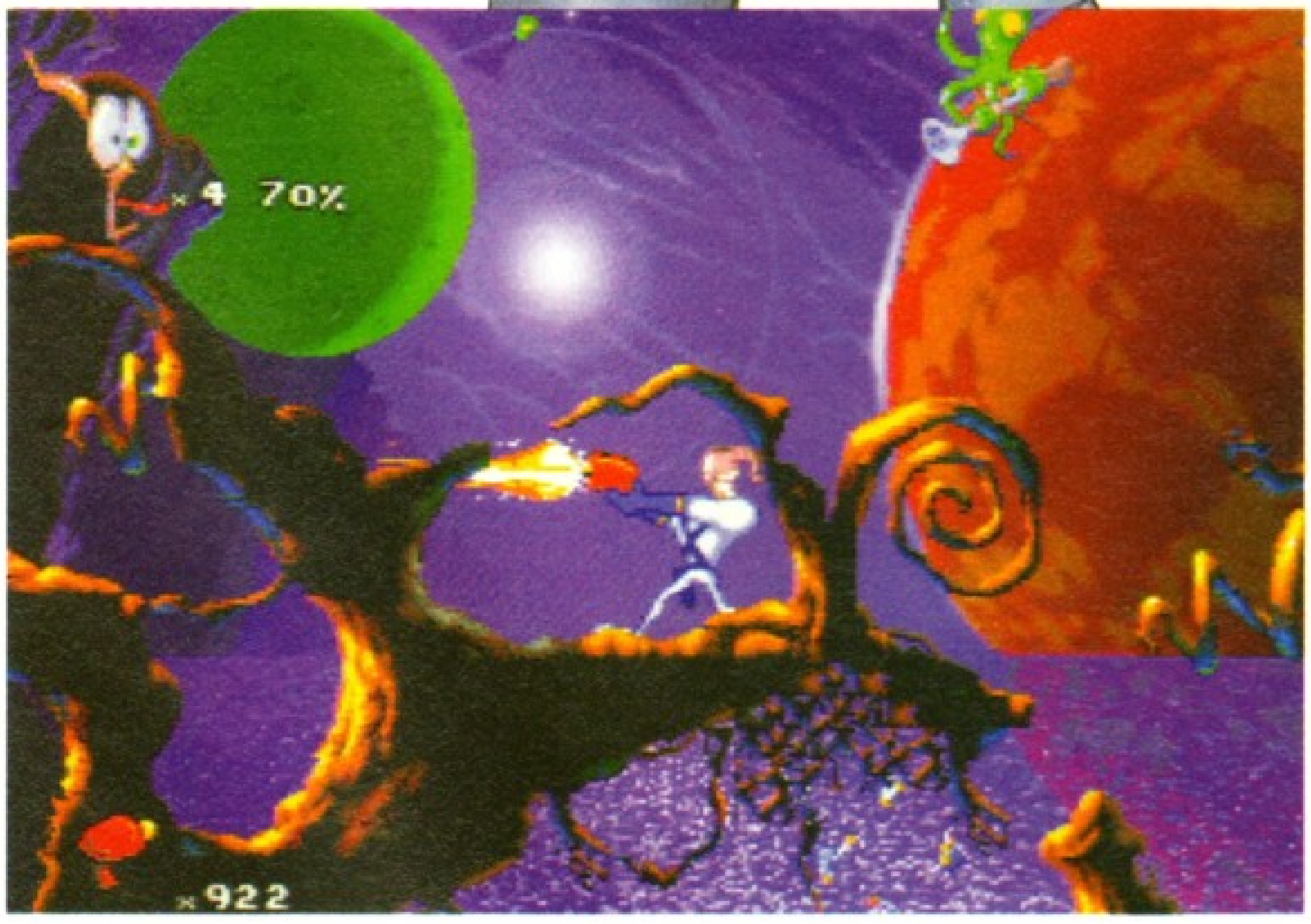


This is a funny level where Jim has to bounce the puppies on the soft cushion, or they splatter on the floor. That bit isn't very funny.



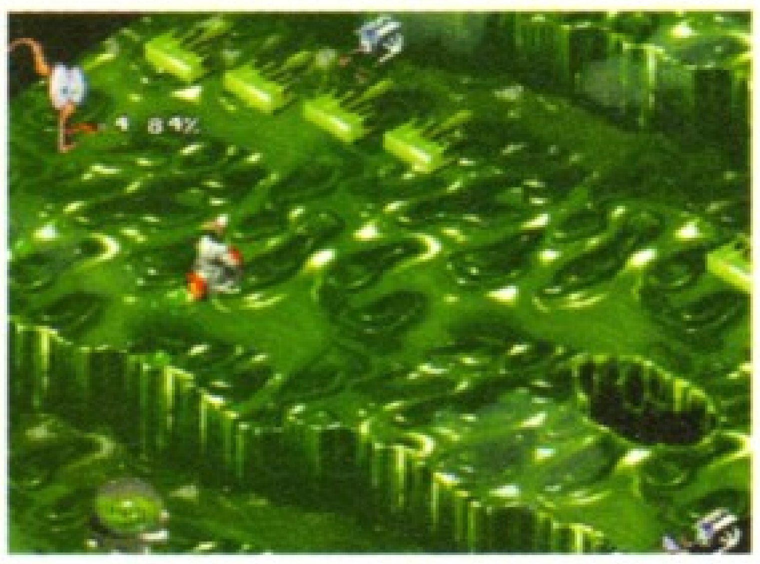


Earthworm Jim 2





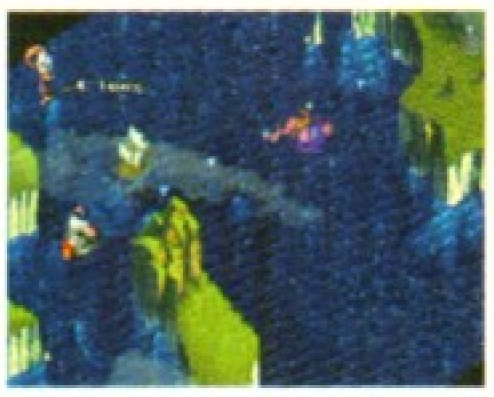
Why did Dave leave all these big captions? I've got to get to the shops.



By the time I've finished filling in all this cack the supermarket'll be shut. Pooh stripes.







I **LOVE** THE PRETTY ANIMALS

Animal lovers will be overjoyed to see that Earthworm Jim 2 contains many of our farmyard friends in their natural states. Pigs in stys, cows being abducted by UFOs, more pigs flying. Well, perhaps this isn't totally natural. But at least they're not running around wearing robot space suits like our worm hero is.







This flying level is typical of Earthworm Jim's variety. Many stages veer from the normal platform territory.

A great game – a year ago. On a different console. A new game from Shiny might be a good idea, as the two they've got are starting to show their age. Hopefully their forthcoming 3D title Wild-9 will make up for the disappointment of this.

graphics	78
sound	73
playability	80
lastability	71

overall

72%

BY	JVC
PRICE	£44.99
STYLE	RACING
RELEASE	NOVEMBER

Impact Racing seems to have appeared out of nowhere, although it's already gained a good deal of respect on the PlayStation. With its novel take on the racing genre, and plenty of blast 'em up action, it looks like getting the same treatment on the Saturn as well.

Traffic. It's the fundamental problem of travelling by automobile these days. But just how do you solve the gridlock? Well, I've got this plan which could have the dilemma resolved within weeks. Forget public transport, forget bicycling, forget working from home rather than commuting. What every car needs is a range of turret guns, missiles and other weaponry to deal with the frustrations of modern motoring. Did that guy just cut you up? Then pepper his car with machine gun fire! Is that old couple in the Allegro driving too slowly? Time to make use of your Halford missile add-ons! Is the bloke in the Escort right on your bumper? Simply release a fire wall and watch him burn! You'd have the streets empty in weeks I tell you.





I can't really take full credit for this innovation. It was, after all, inspired by playing Impact Racing, JVC's new racing game. This title seems to have popped out of nowhere, so I'll start by explaining what it's all about. Players choose from five cars (varying in speed, grip, armour and weight) and then take to the race circuits. Each race consists of four laps, every lap having a time limit. If you fail to complete the lap before the time runs out, your race is over. Because of this there are pick-ups on the track which extend your time, as well as pick-ups which improve your front and rear armour. But what's the 'Impact' all about then? Specifically it points to the other main concern of the game which is to destroy other vehicles as you go round the circuits. Provided you destroy enough cars, you'll get the opportunity to upgrade your weapons in a bonus level.

The mixture of racing and combat might make you think of WipEout but there are some very real differences between the two. To begin with, Impact Racing looks more contemporary than futuristic (although one level sees you zooming down a space highway) and rather than using weapons to slow the progress of other vehicles you're actually out to destroy them. In terms of graphics I'd say the two are pretty much on a par. Impact Racing features some brilliant light sourcing and the explosions actually look considerably better than what you'll see on WipEout. Both the speed and animation in Impact Racing are very impressive, the cars moving and sliding with a realism that enhances the explosive action.

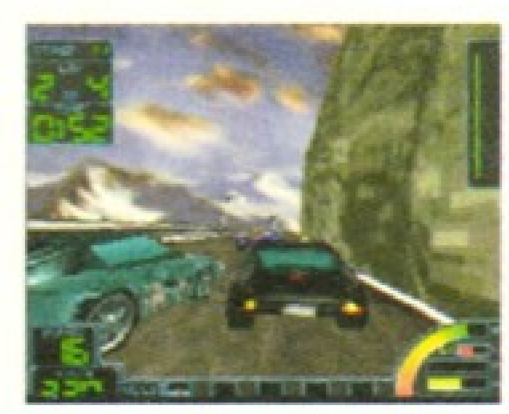
There are some nice detailed touches in Impact Racing like the map at the top right of the screen which lets you know where the other drivers are so you can drop a mine or three. Some of the weapons are excellent as well. There's the fire wall which leaves a trail of flames blazing along the road, a variety of lasers increasing in power as you make your way through bonus games, and some awesome missiles to play around with.

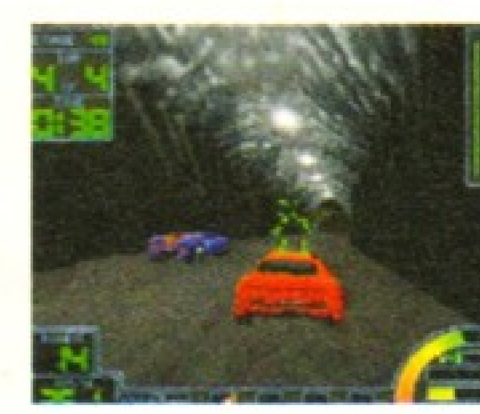
One criticism I will make of Impact Racing is the lack of variation in the race circuits. Strictly speaking there are only four of them, the later circuits simply being versions of the same courses except at night time or thrown under a different spectrum of colours. Nevertheless, this doesn't prevent Impact Racing from proving itself pretty entertaining stuff, and anyone who's got a thing for racing games in their myriad guises wouldn't be disappointed.

ROB



Hark! An airship hoves into view. But ignore that and concentrate on the icon to your right – it improves your energy.

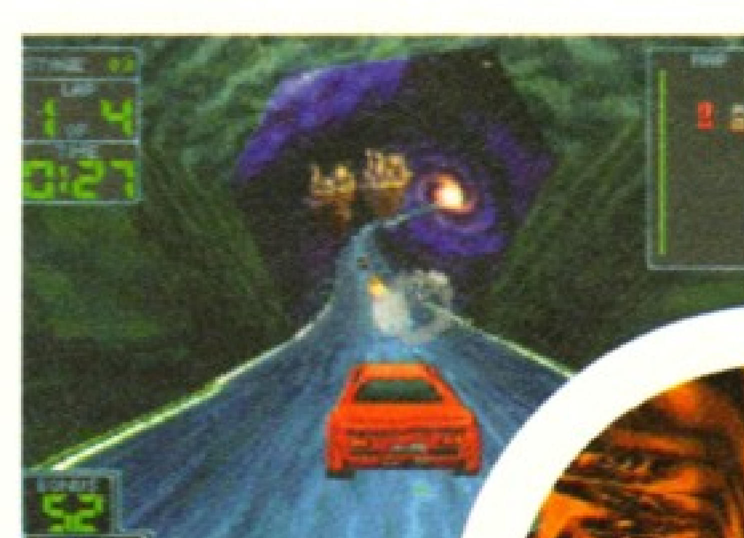








This is one of the bonus levels. If you destroy the right number of cars within the time limit, an upgrade for your car is assured. And don't let the eyes on the walls scare you ok?



A missile is released!



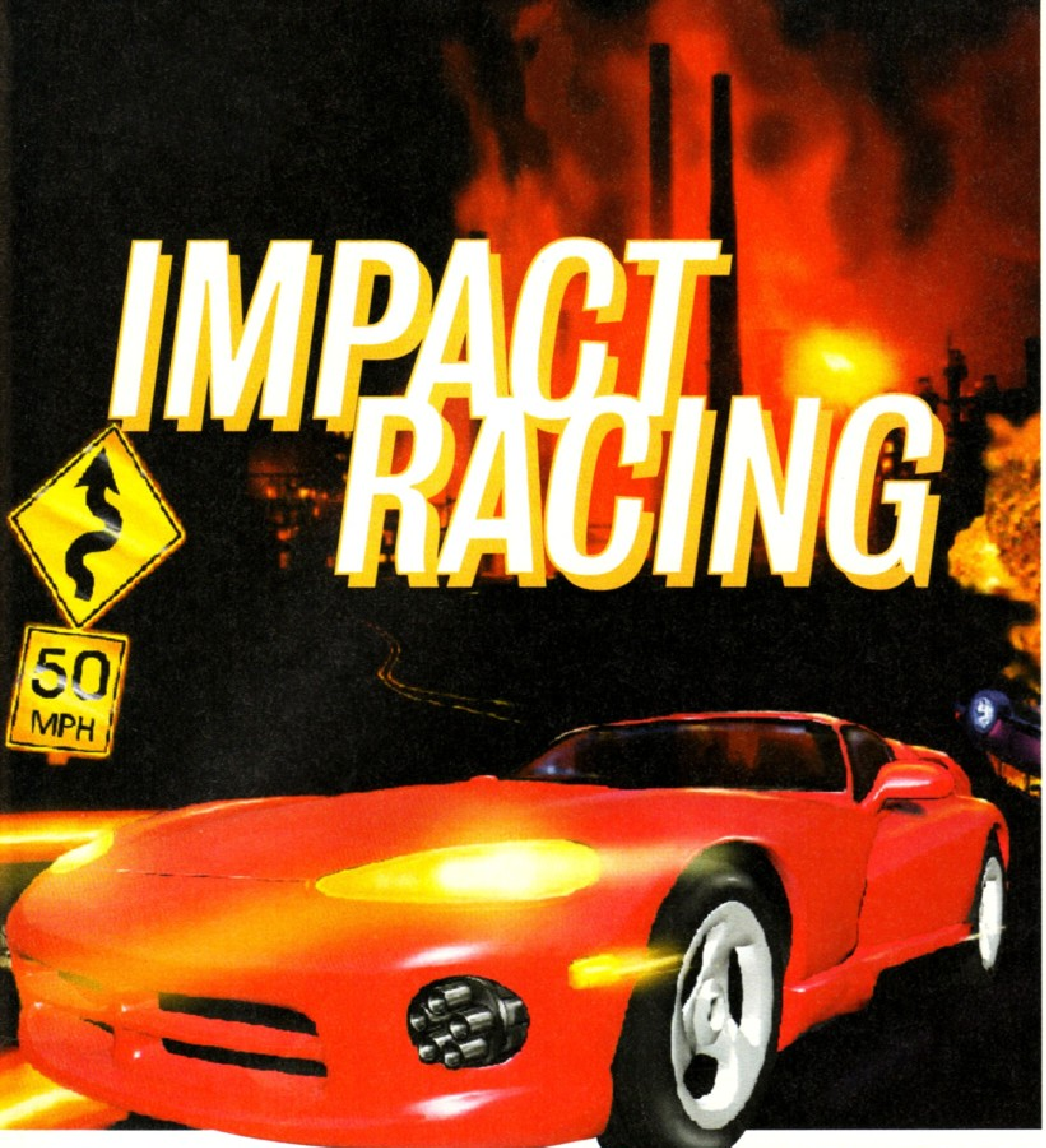
A missile flies by!







IMPACT RACING



DRIVE YOUR BONUSES

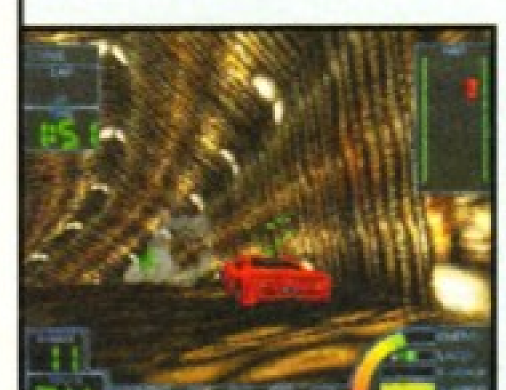
If a player manages to destroy enough cars as they go about their merry way, they earn the chance to acquire more weapons upgrades for their motor. It's a bit like Kev down the road getting spoilers for his Fiesta, except these add-ons are designed to KILL! On a bonus stage, the player has to destroy a set amount of cars within a limited period. Provided you do just that, there's a lovely new gadget to play with. There are a total of six in all and once fully tooled a player stands the best chance of completing the game.



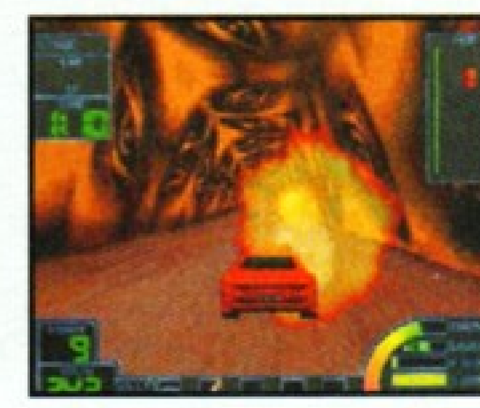
Success! You've got hold of the devastating missiles.



Excellent! You'll acquired the Quad Laser. Damn fine!

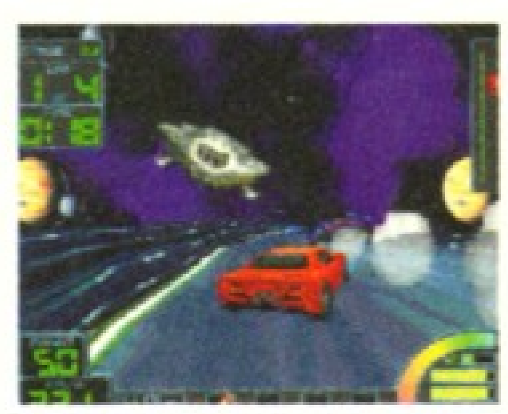


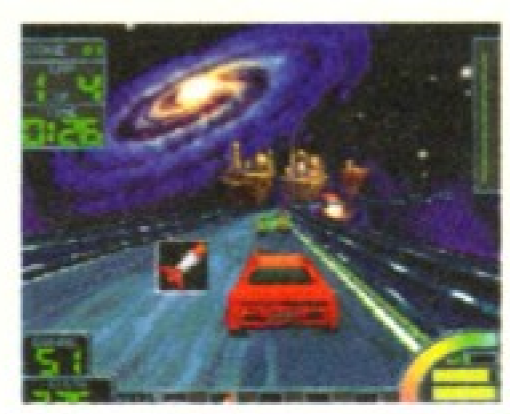
Now all you have to do is use them on other cars...

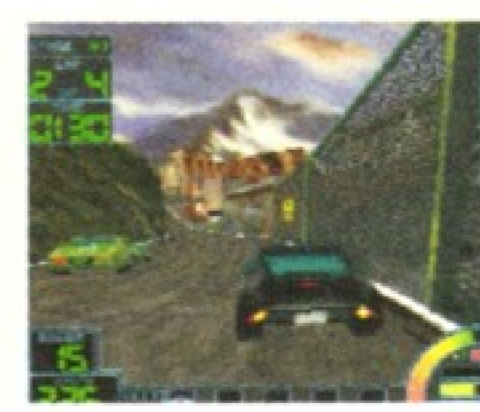


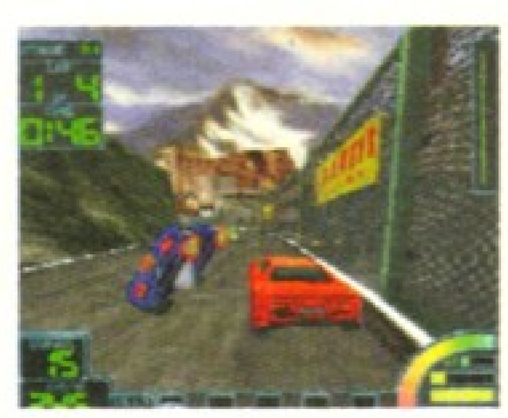
...and stare back in joy as they go up in flames.











Left - your car drives on through a thunderous explosion.
Above - That's right! Tip the other car over! Hahaha! I am the master!!





Three cars in 37 seconds? Hahaha! It is so easy for me!



It might look like a hat or UFO but it's a mine before your eyes.

A bit of a surprise success, Impact Racing might want for originality, but remains a good take on the racing genre.

graphics	84
sound	85
playability	86
lastability	82

overall

85%

Tips

BUST-A-MOVE 2

As you'll know if you've finished the game already, there's a cheat for Bust-a-Move 2. On the title screen press X, Left, Right, X. Now you'll be able to view the ending, as well as playing the puzzle mode on different stages.





FIGHTING VIPERS

To get the Option+ menu, simply complete the game once. From here you can select your starting stage, turn damage off, and select two more options which are hidden at the start.

To play as Mahler, the 20-year-old version of the final boss, simply complete the game as any character. He'll then be selectable in any mode, and his moves will be displayed in Training Mode.

To play as BM you need to complete the game as any character on Very Hard difficulty and beat him at the end of the game. It will then be possible to select him in any of the multi-player modes (not Arcade).

To play as the bear from the background of the Armstone City stage, you need to be playing on that background in any mode, then finish your opponent by knocking them through the railings at the giant bear. If they go in the right direction, you'll be able to select the bear when you play next! You can access him in any mode and he uses mostly Sanman's moves.

To get the hidden "Big Heads Mode" option, just finish the game as every one of the characters, including Mahler and the little bear.

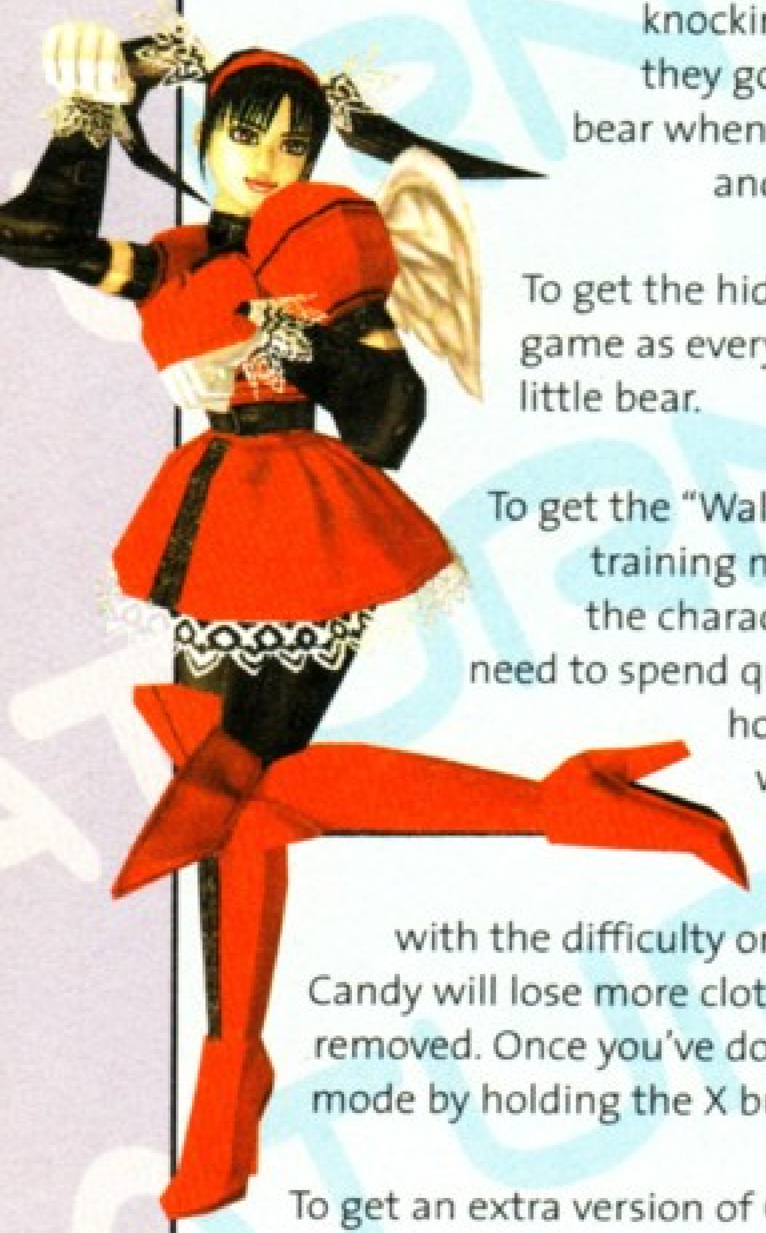
To get the "Wall Disp On/Off" option in the Option+ menu, go to training mode and perform every single move for four of the characters so that "OK" appears next to each name. You need to spend quite a bit of time bringing up the name, watching how to do it, then performing it properly, but it's worth the hassle.

If you play through the game in Hyper Mode with the difficulty on Very Hard as Candy, then play another game, Candy will lose more clothing than usual when she gets her armour removed. Once you've done this cheat once, you can select Candy in this mode by holding the X button and choosing her with A or C.

To get an extra version of Candy wearing Hawaiian shorts with a Ukelele on her back, finish the game on Normal difficulty as Candy. She has all of Candy's usual moves, as well as one of Raxel's – ⇨⇨ P to hit with her Ukelele.

To get Candy wearing a school uniform, finish the game with regular Candy on Very Hard difficulty. All of her moves are exactly the same as usual.

Both of the extra versions of Candy can only be selected in the modes other than Arcade – Training, and Versus.





BM is the more powerful version of Mahler.





Some more boss on boss activities.



No Walls mode tends to speed up the game still further! The game still acts as though the fence is still there, though!





EARTHWORM JIM 2

These cheats should all be entered when the game is paused. The letters D and U refer to Down and Up, while L and R refer to the Left and Right directions.

100% health	**L, A, Z, Y, D, A, Y, D**
Nine lives	**Y, A, R, D, D, A, L, R**
Plasma gun	**C, A, R, R, U, D, U, L**
Triple gun	**D, A, U, B, R, R, C, R**

And here are the level passcodes.

2	**Gun, Energy, Blue Gun, Sandwich, Can**
3	**Bubblegun, Sandwich, Sandwich, Bubblegun, Energy**
4	**Triple Gun, Gun, Missile Gun, Triple Gun, Blue Gun**
5	**Energy, Bubblegun, Bullet, Can, Jim**
6	**Bullet, Sandwich, Gun, Jim, Gun**
7	**Missile Gun, Blue Gun, Bubblegun, Bullet, Sandwich**
8	**Blue Gun, Can, Bullet, Missile, Jim**
9	**Bullet, Gun, Missile Gun, Bullet, Jim**
10	**Sandwich, Gun, Jim, Blue Gun, Blue Gun**
11	**Triple Gun, Bullet, Bubblegun, Energy, Bubblegun**
12	**Missile Gun, Energy, Bullet, Energy, Energy**



Earthworm Jim 2: the full list of codes is revealed just over to the left there.

VIRTUA FIGHTER KIDS

These excellent cheats make this excellent game even more fun!

To fight against a secret version of Dural, who is translucent with a goldfish in her head who does all of her facial expressions for her, play through the game on the Hardest difficulty setting. When you've beaten all of the characters and you reach Dural, she'll be the new version.

To play as Dural, use the same cheat as for Virtua Fighter 2: On the character select screen press Down, Up, Right, then A+Left together. To play as a gold version of her, press Down, Up, Left, then A+Right together.

To play as goldfish Dural, select Dural as usual, then hold the C button until the start of a game. All of her moves are the same as usual, only she looks a lot better.

To fight from the secret view behind a wire-frame version of your character, select whoever you want as usual, then hold the L and R shoulder buttons until the fight begins. You will appear as a white model of your character, but all of your moves and controls will stay the same as usual.



Some full-on transparent polygon action!

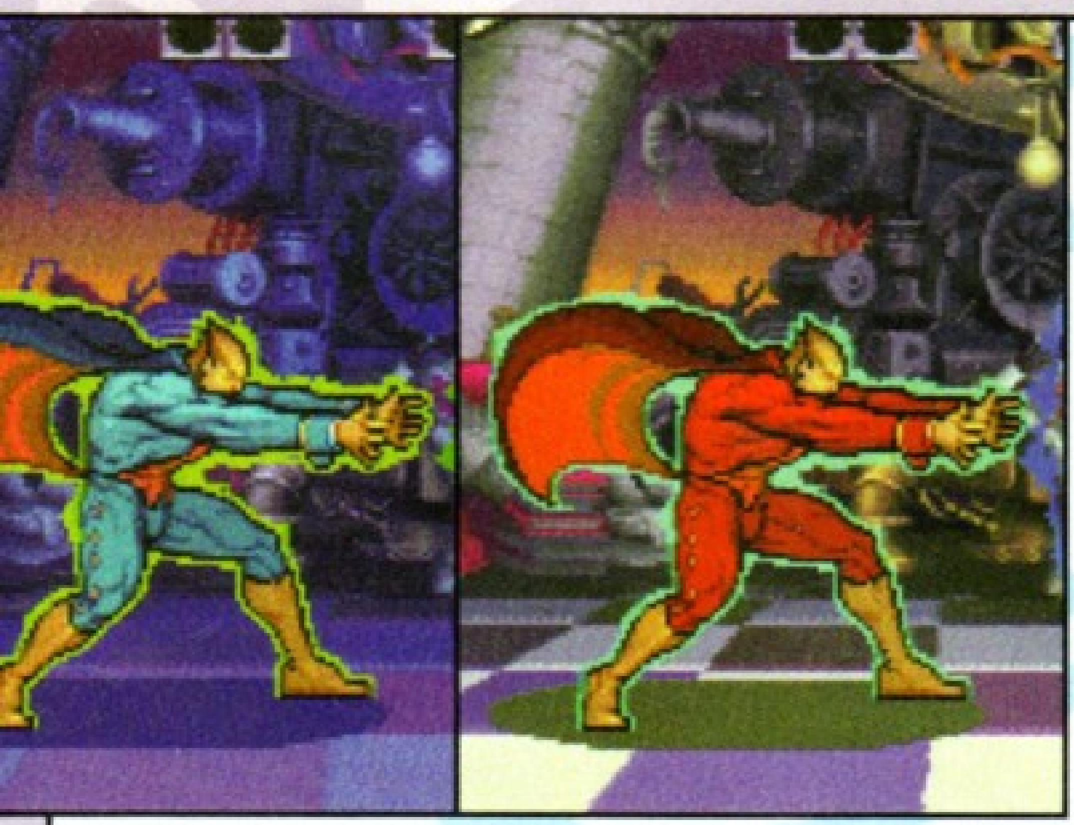
DESTRUCTION DERBY

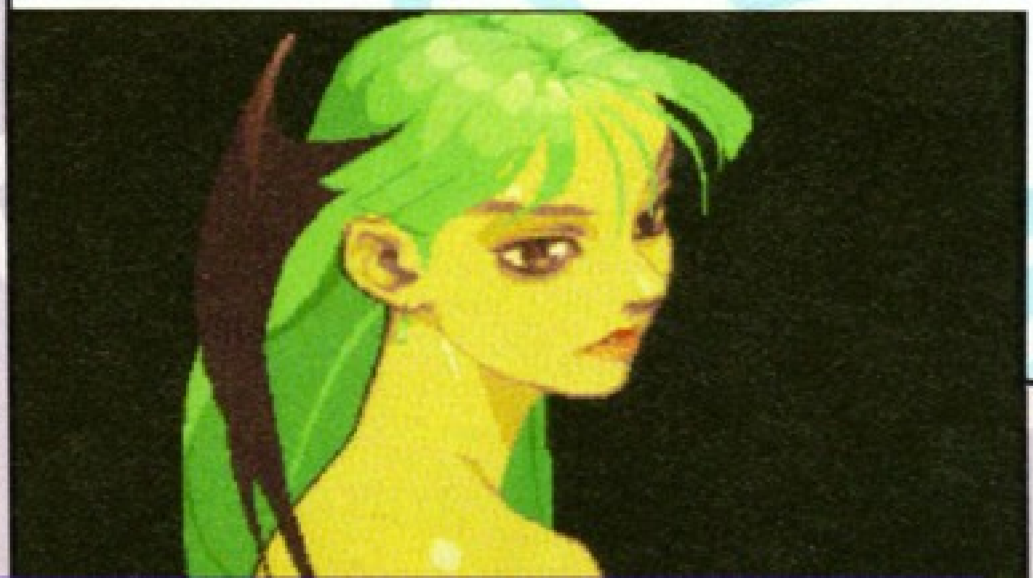
Here are secret names which should be entered to get some hidden features.
To access The Ruined Monastery, the bonus track, start Wreckin' Racing Championship Mode and enter the name "REFLECT!". Now choose Practice and cycle through the tracks to get the Monastery.

For invincibility, enter this name for Wreckin' Racing Championship Mode: "!DAMAGE!".

To access the number of drivers in a race, enter "NPLAYERS" as your name for a Wreckin' Racing Championship.







NIGHT WARRIORS

Now that it's finally out, you could use some excellent game-enhancing secrets for Night Warriors.

If, for old time's sake, you want to play Darkstalkers (the prequel to Night Warriors), use this cheat: Go to the options screen and highlight the Config Select option. Now press B, X, Down, A, Y quickly, and you'll hear a noise. The new option should appear at the bottom of the screen.

To be able to bump the speed up massively, go to the options screen and highlight the Turbo option. Now press X, X, Right, A, Z quickly (just like Akuma's firecracker move in SF Alpha) to be able to move the number of turbo stars right up.

To have a perfectly clear screen when you pause the game, rather than have it go dim, use this cheat: Go to the options menu and highlight Screen Size. Now press A, C, Y, Y, Up.

In case you didn't know there are also eight different costume colours for each character. When selecting them, just use X, Y, Z, A, B, C, Start, or X+B together to pick a different colour.





Exhumed

Exhumed really is seriously, *seriously*, brilliant. In fact we'd go so far as to say it's the best single-player 3D blaster we've ever experienced (and that includes Quake!). It's also bloody difficult. Which is why Daniel Jevons, the Master's protege, is at hand to sort things out. Bow before his power!

WEAPONS




1. MACHETE: When you run out of all weapon energy, you've always got your trusty blade to fall back on. Unfortunately the machete is a particularly ineffective weapon against all but the weakest foes, and should only be used either a) underwater, or b) when you've just picked up a super-weapon power-up.




2. PISTOL: The first proper weapon you come across. On the plus side you get a lot of shots for your energy, and it's good for dealing with one hit enemies like Spiders and Birds. On the minus side it's pretty ineffective against more than one large enemy at a time. Time to break out the heavy artillery.




3. M-60: Your staple weapon. The M-60 clears a room of lesser enemies in seconds and can pin Anubis Guards, Mummies and even Lion Bitches to the wall. Ideally you want to stick with the M-60 for most of your quest, unless a situation dictates otherwise. The only slight problem is the speed of ammo consumption.




4. ANUN BOMB: Provided you can master the art of angling your view to pitch the bomb, and holding down the button to gain the correct throwing velocity, the Anun bomb is a brilliant long range weapon. It is also the only weapon that can explode destructible wall segments. And you can use it underwater.




5. FLAME THROWER: The ultimate close range weapon for a single target. The flame thrower stops any creature in its tracks - including Lion Bitches and Kilmaat Aliens - and keep them pinned until death. It uses up weapon energy quickly though.




6. COBRA STAFF: Exhumed's equivalent of the Rocket Launcher. Except this one homes in! Unfortunately the cobras aren't that damaging, it often misses, and it requires two direct hits to kill most larger enemies. Still, it can be used underwater, and gives a good weapon energy to shot ratio.




7. RING OF RA: A brilliant weapon, simply because of its rapid fire and wide spread coverage. Best saved for encounters when you find yourself outnumbered with no space to charge a manacle shot. Not very effective against smaller enemies though but most excellent otherwise.




8. MANACLE: Exhumed's BFG! Keep the button held down to charge up a more powerful shot, then let her rip. The manacle fires up to four streams of electric death, which home in on your enemies. You can even determine the lightning's targets by positioning the enemies in your view. Effective against both Aliens and Lava Beasts.

MONSTERS

Here's a quick rundown on the monsters, and the most effective weapons to use on them. SEGA SATURN MAGAZINE's greatest Exhumed players have verified that these are the best tools for the job!



WEAPON: Pistol, M-60, Cobra Staff



WEAPON: Pistol, M-60



WEAPON: M-60, Ring of Ra, Manacle



WEAPON: Machete, Cobra Staff, Anun Bomb



WEAPON: M-60, Flame Thrower, Ring of Ra



M-60, Flame Thrower, Ring of Ra



Flame Thrower, Manacle



Ring of Ra, Manacle, Anun Bomb



Manacle, Flame Thrower, Ring of Ra

CONTROL FREAK

Mastering the basic control system of Exhumed is essential to completion of the later levels, and to locating some of the development dolls. Here's a quick run down on some of the more important features.

LOOKING: Proper use of the look button is absolutely crucial to Exhumed. You should get used to using it for accurately lobbing Anun bombs, checking your footing for jumps, checking your height when negotiating a laser beam field, and last but not least, climbing vertical walls.



Looking down here allows for accurate aiming with thrown weapons.



Parts of game need you to walk up to walls and explode a bomb in order to gain height.

FLYING UP: Once you have Horus' Feather in your possession you can double tap the button to float in the air without dropping. However, it is possible to actually FLY UP using the feather, and you're going to have to do this as least once in the game. Jump up, levitate and then look vertically down at the floor. Charge an Anun bomb up to the max and throw it directly beneath. You will take damage but you will also be propelled up into the air! You can skip whole areas of levels doing this!



A pretty extreme viewpoint here, eh?

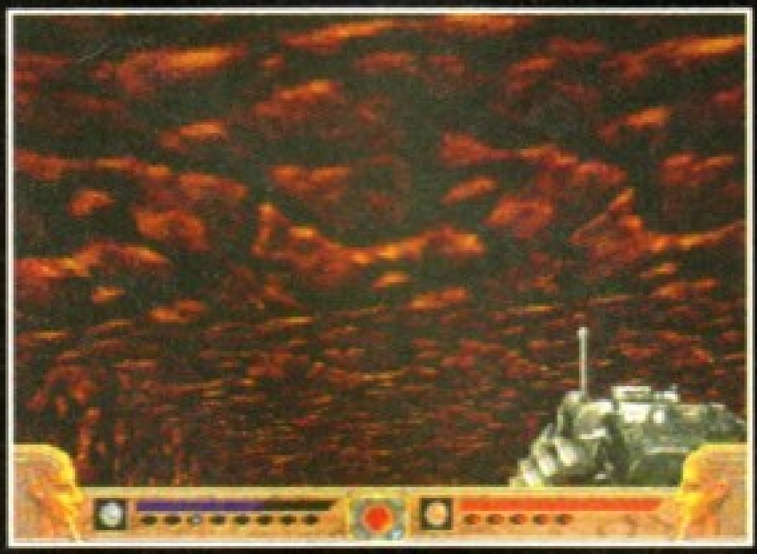


Use look up/down to aid your accuracy immensely!

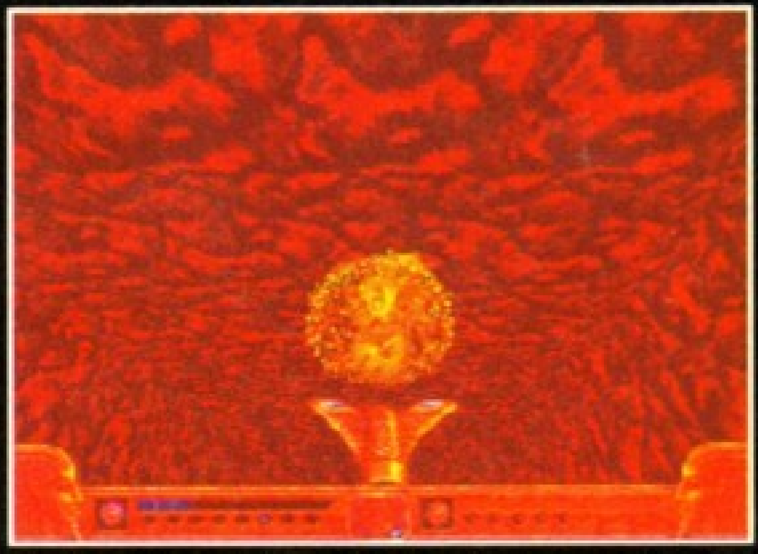


Here's a picture of your character flying about.

CLIMBING: Using the same principle as Flying Up, when in the air move to the nearest wall and push into it. Angle your view diagonally downwards towards the wall, and use either the Cobra Staff or a charged Anun Bomb to propel yourself upwards! See, climbing is possible! But remember to keep pushing into the wall as you fire.



A nice pic of the Exhumed hero climbing a wall. An essential activity.



And again, another picture of the main character climbing a wall. Wow!

SWIMMING: The Sunken palace is one of the most difficult levels in the game. But there is a way to make it easier. When swimming, instead of just holding the jump button down, try tapping it rhythmically. If you get the timing right, you will swim faster. Also, any damage you take underwater comes off your air-o-meter as well as your health. Likewise, any health you pick up will give you slightly more air. Pretty obvious stuff, really.



The swimming sections of Exhumed are graphically brilliant.

GENERAL TIPS

KARNAK: 1. Jump on top of the door ledge in the outside room with the giant monolith (near the exit to Sobek Pass). This will open a panel in the wall just around the corner.

2. In the area that contains the start of the underwater passage leading to Anun Mines, there is a destructible wall above the waterfall. Once above the waterfall there is another destructible wall to the right.

KARNAK SANCTUARY: On the way across the slime to Heket Marsh you will spot an indented panel in an overhanging. The entrance is a destructible wall on the other side.

SELKIS PATH: As you approach the end of the level, where you have to glide from slime alcove to slime alcove, stay as high as you can. There is a secret passage directly above the level exit (ie. the camel), though you're going to have to employ the wall climbing technique to reach it.

MAGMA FIELDS: In the first room where you must drop down to hit a switch to open a door (there is a full health power-up on the walkway, several mutant flies and a Lava Beast) throw a Anun Bomb at the section of walkway just to the right of the monolith.

AMUN MINES: In the room where you first collect the Anun bomb, throw a bomb at the area between the two beams in the ceiling. Then use the flying technique to get up there.

NILE GORGE: Use a bomb to destroy a wall section just past the level's Camel which takes you to the Thoth Treasure Reliquary.

CAVERN OF PERIL: Right at the top of the level, just after you leap across the a gorge where the door at the other side has been opened up by a trap throwing a fireball, you enter a large chamber. Search the chamber ceiling, and you will spot a bluish texture in one corner. Use a bomb on it.

CANYONS OF CHAOS: 1&2. At the start of the level, fly around at the highest point and you will see a garish texture in an overhanging. Use a bomb to destroy it, and venture inside. You will reach a sloping chamber, with two lava beasts at the bottom. Again you must use a bomb to break a square section in the ceiling, then climb up it. Negotiate a VERY tricky laserbeam field and two dolls are yours.



Some brilliant light sourcing in Exhumed...



A close-up picture featuring full-on action!

DEVELOPMENT DOLLS?



Believe it or not, completing Exhumed with all seven pieces of the radio is not the ultimate aim of the game. You've got to find all the Development Dolls. The Development what? Ah ha. Looks like you've got quite a bit of work left to do. There are 23 development dolls hidden around Exhumed's many levels, each with the face of one of the Lobotomy development team. As far as I can figure it, there is at least one doll on every single level, though on some levels there are two. All of the Development Dolls are VERY well hidden, and it requires a sharp player to locate even one! Here's a run down on some of the Dolls we've found.





HOW TO USE THE MAP OF KARNAK

This map is pretty simple to work out. The links between locations might have an artifact shown. If they have, you need that object in order to progress. If say, a Life Enhancer, has an object in brackets afterwards you need that object in order to reach the Life Enhancer (or whatever) in question. The colour codes help distinguish what the objects on the map are.

THE VALLEY OF KARNAK–MAP LEGEND

- WEAPONS
- ARTIFACTS
- PIECES OF RADIO
- LIFE ENHANCERS
- BOSS CREATURE



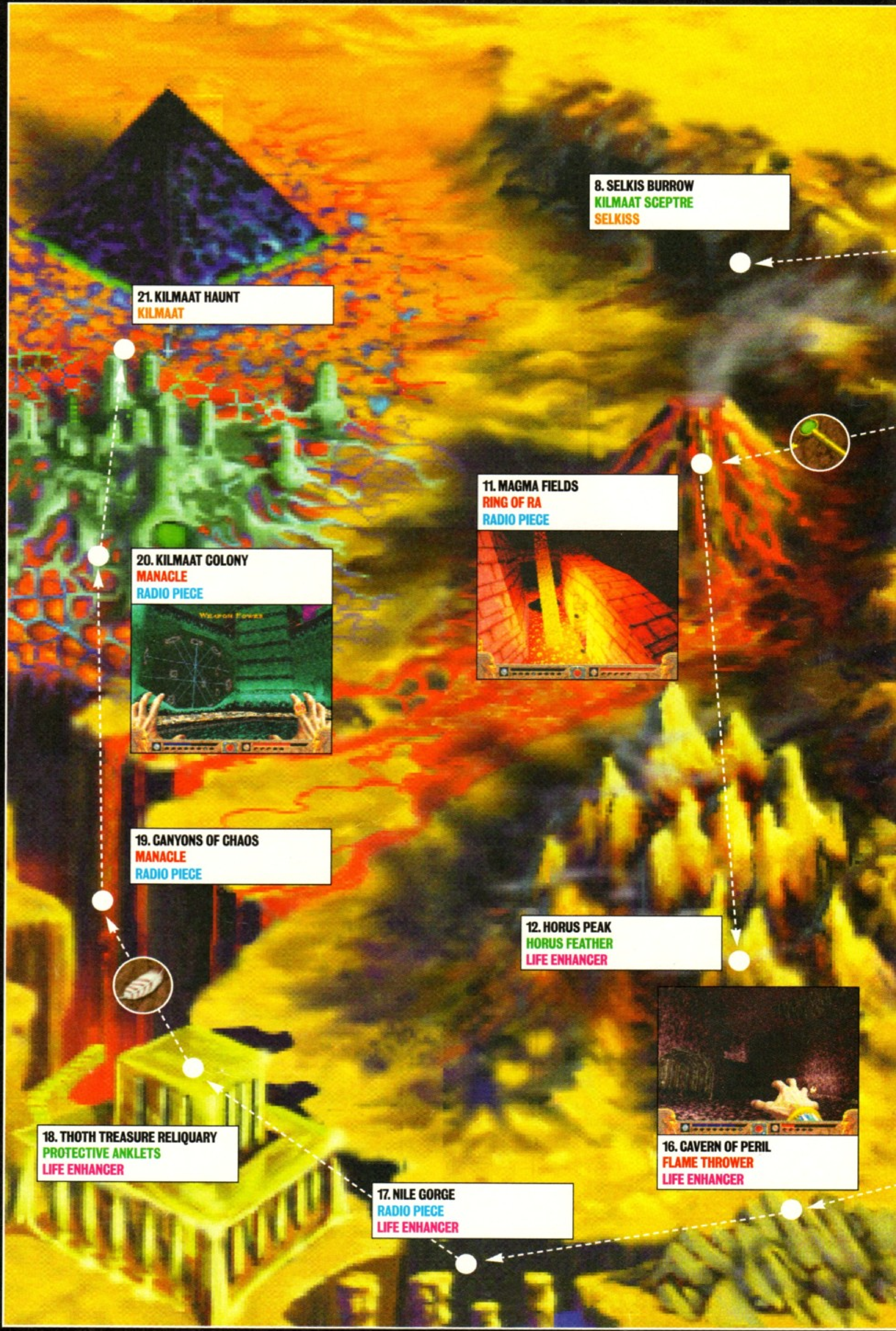


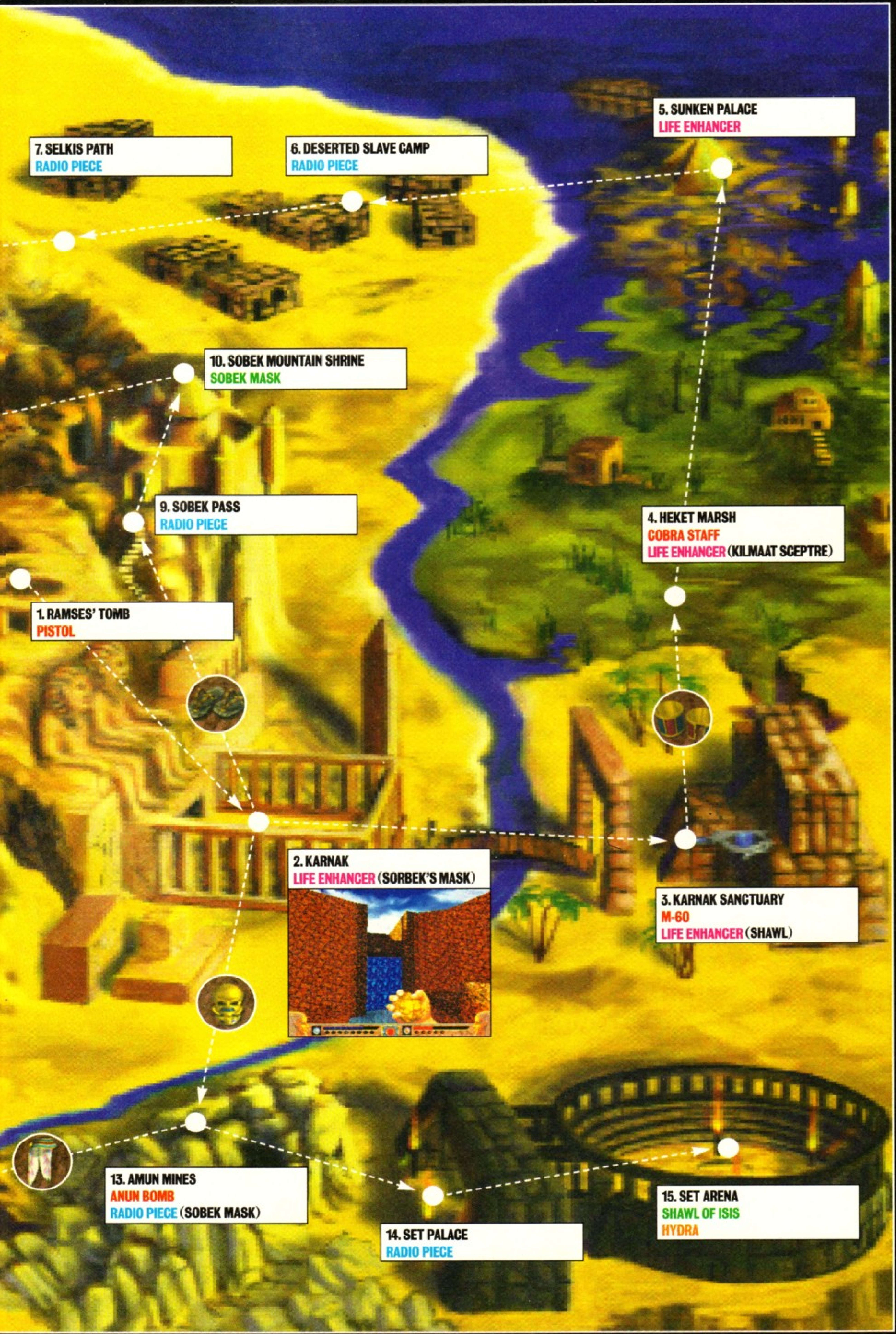


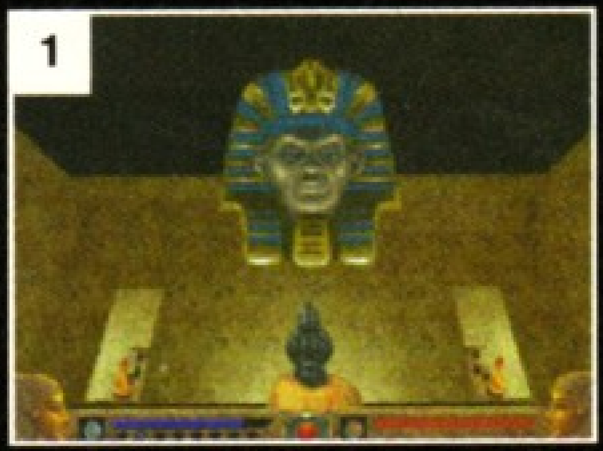


This horrific boss creation has many tricks up its, er, "sleeves".





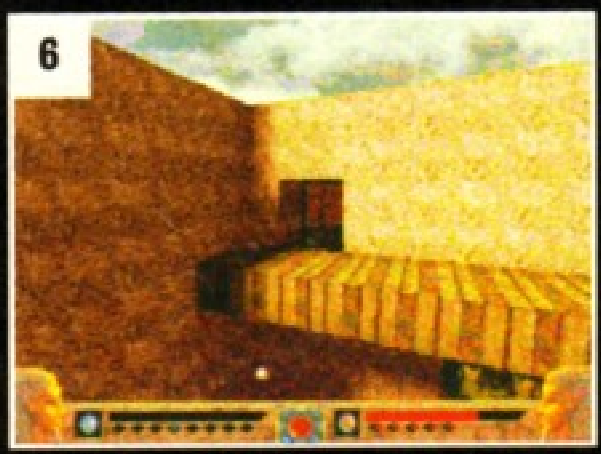




This show is taken right at the very beginning of the game in Ramses Tomb, where the deceased Pharaoh in question clues you in about the quest you have elected to take on. You shouldn't have any problems reaching this point of the game. If you have, you're in pretty deep trouble, my friend...













COIN-OPERATED

The gap between the Sega Saturn and the latest arcade hits makes Coin-Operated even more essential than ever before, hence the temporary increase in size this issue! When you see the games we've got, you'll see why...







X-MEN VS. STREET FIGHTER

Who's hardest, the X-Men or the Street Fighters? It's the question that's dividing playgrounds the world over. Except in France, where they're all probably still arguing about Tintin and Asterix. Anyway the answer is – the X-Men. Of course they're the hardest. They've got all those super powers and abilities far beyond those of mortal men. All the Street Fighters can do is hit each other. Frankly, in a fisticuffs situation,given the choice between a Dragon Punch and eyes that fire Optic Blasts capable of shattering giant asteroids I know which one I'd pick. So there you go. The X-Men are the hardest. By loads. So there's no need for any of this competition between the groups. It'll only end in tears for Capcom's finest.

So instead of exploring the antagonistic aspects of X-Men Versus Street Fighter, let's look upon this as a great meeting of heroes. Two forces bound by their consciences to save he world from a fate worse than death. Well, actually, a fate that is death – Apocalypse, the eternal bringer of doom. And, note, a Marvel character, because there isn't a SF dude hard enough to act as the boss. Which just goes to prove the X-Men are hardest. But being the generous mutant souls that they are, the Uncanny X-Men are willing to share centre-stage with the weedy pretenders from everyone's favourite beat 'em up series.

This is the result. A one-on-one beat 'em up from the stable of all fighting thoroughbreds. Thinking about it, Capcom are on to a total winner here. They're marrying the fighters that captured the hearts of a gaming generation with the ultra-popular comics characters they immortalised similarly in the games community. Plus they're bringing together two of the best loved combat game styles – the technical cleverness of SF with the effects-laden pyrotechnics of X-Men: Children of the Atom. All they need is for Stan Lee himself to provide running commentary and we'd explode with happiness. Perhaps luckily for us Stan hasn't seen fit to lend his gravelly New York vocal chords to this production. So we won't be exploding. We will, on the other hand, still be highly excited about this excellent surprise development in games history. What next? Wolverine vs Megaman? The Avengers vs The Darkstalkers? Or perhaps Five Star in Resident Evil World?





Juggernaut and Wolverine team-up on poor old Dhalsim.

TAGNUTS

Mutants and martial artists can be friends, that is the lesson inherent in X-Men vs SF. To illustrate this point, each player controls not one but two different characters, each with their own energy bar. Not at the same time, obviously, but in a tag-team stylee. This doesn't just mean one character leaping on screen after the demise of the first (although that happens too). It's a tactical thing, see. Say your first fighter is floored or dizzied by a top-notch combo – hitting a fireball and two Fierce attacks will swap them over for your second combatant, who'll be ready to rock. Indeed, they'll appear on-screen rocking, flying into the arena with an attack. After this they'll pause and pose for a couple of seconds, which leaves them vulnerable. Clever players can even work this swapping into a combo! Yet another example of Capcom improving the concepts in their fighting games.





SEGA SATURN MAGAZINE would like to thank Ryan and Die Hard Game Fan for all his efforts in getting us these pictures.





Now where have we heard these words before?

THE STREET FIGHTERS







Ryu returns to the fray, just for the fun of it, as usual. This time he's got a Cyclops-style mega-fireball attack for multiple hits. Still a highly versatile character and probably the best Street Fighter.

Charlie - the Guile clone from Alpha comes good for X-Men vs SF. His fighting style is highly different from any of the other characters. Very handy against characters like Storm and their ranged attacks. One of the more impressively superd-up SF characters, Dhalsim now boasts flame-throwing capabilities to rival the Human Torch himself. The hugeness of his flaming attacks is quite sensational.

Wearing a dinky little hat, Cammy makes a welcome reappearance with a stack of new moves. Chief amongst these is her new Spinning Crush, which is not unlike Bison's Psycho Crusher crossed with a fiery missile.

Mystifyingly, Ken – who is almost exactly the same as Ryu – has made it into this mix-up game where you'd think character variety is highly important. Nice hair, by the way.

The big boss of SF - M Bison - realises his power pales in comparison with Magneto. Still easy to use and pretty darned nails, but his open fighting style often makes him vulnerable.

Zangief. Ooh, a fat Russian. I bet Apocalypse is totally quaking in his boots. The strongest of the Street Fighters, retains his crown. Has a new mid-air Spinning Piledriver which breaks necks.

Back in her old jam-jar-lid-hair costume from SF2, Chun Li is back, too. Her Hundred-Foot Kick is unlike anyone else's move, and is an excellent finishing point for a Create A Combo. Look out for the enormity of your Super Combo fireball.



Charlie's Somersault Super in action.



Dhalsim vs Juggernaut? Snigger.





Sabretooth kills for a living. This could be Bison's unlucky day.



Gambit's playing card onslaught trashes SF's Charlie.

WHERE'S WALLY – X-MEN EDITION

The backgrounds for X-Men vs SF are pretty bizarre, to say the least. Along with the now familiar World Warrior-style backdrops in the fresh air around the planet, there's a selection of less logical settings. Like in the middle of a TV studio filming a quiz show, for instance. Or in the middle of a crowded shopping centre. There must be some kind of plot device which explains these locations, although we're blown if we known what it is. Perhaps Magneto's trying to steal all the tins of beans or something. Anyway, the really interesting thing about the backgrounds is that some of them exhibit distinctly Children of the Atom-esque degrees of interactivity. For example, there's a street scene populated by citizens and startled coppers which, should it take sufficient bashings, gives way to drop the characters into the sewers below, where their combat continues. Ace.



Gambit versus Charlie!

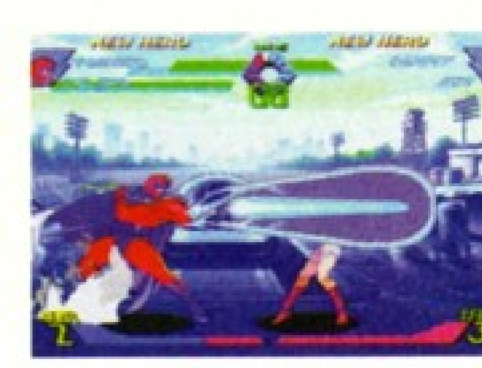


Rogue steals Dhalsim's fire!



Allegedly one of the coolest characters in the X-Men comics, Gambit finally makes it into one of the Marvel Capcom games. Here he's dishing out the damage on poor old Zangief.





APOCALYPSE QUITE SOON

The great thing about the Saturn conversions of Capcom games is they've always got hidden options and secret characters, so you always get to play as the boss. Well we're highly doubtful that'll happen with X-Men vs SF. That's because Apocalypse, the eternal agent of Armageddon, is the boss in this title – and he's not small. In fact, he doesn't fight like a normal character at all. He's so big he can only just fit his fist onto the screen. If you want to kick him in the head (which you have to), you'll need to perform a Super Jump! Lord knows how his special moves list would function. And he can't dodge, either, because he's too huge. Basically, Apocalypse is totally rock and all mortals must tremble at his presence.

SO WHAT'S GOING ON THEN?

Whilst playing X-Men vs SF as Cammy, the SSM team noticed something strange. When Cammy wins a bout, M Bison hovers onto the screen, whence the Cammeister salutes and squeaks "Orders complete, sir!". Which leads us to believe that the events of the game take place before those of Super Street Fighter 2 Turbo.But, right, she's got the scar on her chin from her alleged scrap with Bison when she escaped his thrall. So what's going on then? Is she re-brainwashed after Super SF? Or is it a birthmark? Or what? How come Charlie's in it, as well? And if it does take place before Super, right, how come all the characters have the neat new moves which they conveniently forget in time for the Street Fighting tournament? Come on Capcom – games trainspotters demand to know when in your Street Fighter mythos this alleged mutant team-up takes place!



Just where does X-Men Versus Street Fighter take place in the SF mythos? Since Cammy appears to be under the control of M Bison it must be before Super Street Fighter 2...



Wolverine vs Akuma. Now that would be a good fight!



Can Zangief withstand the kinetic powers of Gambit?

MUTANT X-POWER STRIKES STREET FIGHTERS!

Throwing the Street Fighters and X-Men together is more than a matter of slapping the already-coded characters onto new backgrounds. As arcade fans will know SF and X-Men both have noticeably different playing styles, so Capcom needed to find some common ground for the protagonists. Well they didn't bother, really, and so this title plays more like X-Men than SF. All the Street Fighter characters have had some of their moves and combos upgraded to compete with the easily-performed eight-hundred-million-hit X-Men-type super moves on offer. Dhalsim, for instance, has a groovy new multiple fireball attack which is capable of seven hits without breaking into a sweat. This makes for a more action-packed-looking (and feeling) game experience. The SF influence takes the form of making some moves harder to perform, with more twisty joystick manoeuvres responsible for the better attacks.

THE X-MEN



Fights a lot like Ryu and Ken, but with a big powerful laser for his eyes. So he's better. Not as effective at close quarters, but a strong all-rounder.



The shorty psychopath with the dead-easy Super moves is back to help crap players get into the game without losing all the time. Excellent fun.



Master of Magnetism is the chief villain. His Magnetic Storm Blast, which explodes over almost the whole screen, is chiefly his best attack.



Evil henchman of Magneto, the supposedly invincible Juggernaut is obviously feeling a bit poorly, as he's just as vulnerable as the others.



New boy Sabretooth is a bit like a bigger version of Wolverine. He takes more skill to use, but he's that much more rewarding than cheesy old Wolvers.



Leader of the X-Men, so she had to be in this game really. Her weather powers are novel, but mean she's crap at hand-to-hand stuff.



The Peter Andre of the X-Men, Gambit is only famous because of his own self-promotion. His telekinetic powers which charge up ordinary playing cards into deadly weapons are cooldaddio.



Kinkiest move ever goes to Rogue, who snogs her opponents into submission. With a charging tongue sarnie, Rogue can either drain an opponent's energy bar or steal their moves!

OPTIC MIGHTY RISING DRAGON HURRICANE STORM!



Super attacks are now the staple of beat 'em ups. Pull off enough specials and connect with a few punches to charge up your Super bar and then use a series of complex joystick moves to effect a devastating (if it hits) Super Special, that's the plan. You'll know when this happens because a portrait of your character framed by a sunburst appears on the screen, whereupon they blaze into action with a string of moves, followed by tracer images. Super attacks fulfil multiple purposes. They're a handy way out of a jam and they're a spectacular way to finish a round. Every character at least two Supers - and Rogue takes it to new levels of greatness!



Cursed by her mutant power, any physical contact with Rogue's skin causes her to drain memories, power and psyche. In the game, that means that she steals special moves!



Cyclops' huge super-blast is just as powerful - and as spectacular - as it was in X-Men: Children of the Atom.



Storm - the weather witch - unleashes the elemental powers at her command. How does Zangief block electricity itself?



Rogue also has super-human strength just short of Spider-Man's, which is also shown in her Super Combo X-Attacks.

FASTBALL SPECIALS AHOY (NEARLY)

Super moves are ace. They're all pretty graphics and mass damage. They're great. If only you could perform two Super moves at once. Well hold on there, chickadees, because now you can! If you're especially talented you can end a Super Combo sequence with a fireball (moves list permitting), which, combined with two Fierce attacks, brings your buddy on-screen whilst your first character starts going through the motions. Pull off another Super Combo quick enough and your team gang up for an Ultra Super Mega Combo and ructions of damage all over the shop! At least, we think that's how you do it. We only managed to pull this off once. Once was enough though to see just how AWESOME these "double Supers" are!



If you can perfect the techniques necessary you can unleash both characters' super-moves at once! Here we see Wolverine's Berserker Barrage and Cyke's Optic Blast ripping M Bison to shreds. As if he'd stand a chance anyway.



Here's a first: Juggernaut and Wolverine teaming up!













Rogue's superhuman strength wilts under psycho power...

... Until Rogue steals it and returns it with interest!



Taken from the intro - a historic moment in Street Fighter lore, as Cyclops and Ryu form an alliance to bring down their respective foes - M Bison and Magneto. To be honest, Ryu probably benefits more from this particular bargain!

DADDY MAGNETO'LL MAKE YA...

X-Men earned praise from serious players for its innovative new features, such as the multi-level play areas and the Create A Combo feature (resplendent in all its glory in this game, too). Another of these features was the Super Jump, which allowed characters to leap almost twice the height of the screen and take their battles to the air. Well those Street Fighters have obviously put springs in their ankles, because Super Jumps are at your disposal in X-Men vs SF, too. These are performed simply by pushing up on the stick a second time whilst your character is peaking at the top of their first jump. It's an excellent way to avoid projectiles and escape Super attacks which have a habit of carrying on for a while.



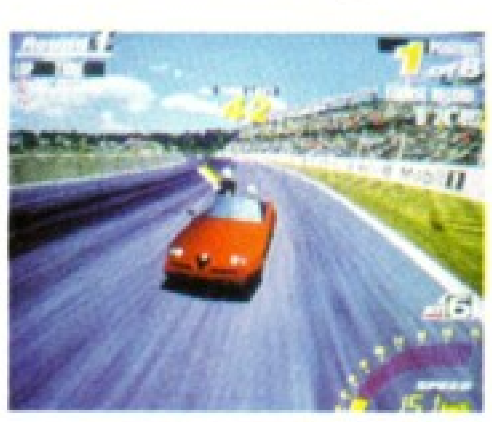
SEGA Touring Car Championship



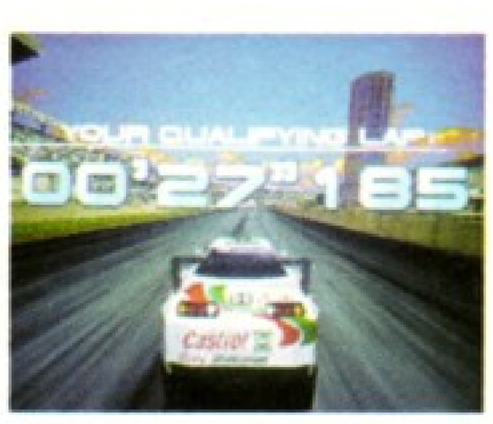
The racing fields of the Sega release schedule have lain fallow for too long, my children. The time to strike with a new gearstick is now! Call the faithful to their gathering halls! It's Sega Touring Car Championship!



Shades of Sega Rally here, what with the Castrol sponsorship and all. Still, it looks great eh?



Touring Car Racing is a seasonal event like Formula One, and it just so happens that Grandstand show a lot of it on Saturday afternoons!



Qualifying with an excellent time is the key to getting ahead when it comes to racing proper in the real event. Marvellous eh?

Since the pioneering Virtua Racing and its revolutionary 3D graphics, Sega have blessed us with a string of ever more impressive driving games. Daytona's texture-mapped brilliance put us into the same state of games-lust that VR had managed. And just when we thought things couldn't get any better, the genius Sega Rally experience melted our steely gaming hearts all over again. After a bit of an absence from the scene, the AM boys are back again with the Sega Touring Car Championship, the latest addition to the jaw-dropping car-riding series.



Once again the technical improvements are the main attraction. The graphics for Touring Car achieve a new level of realism. Each car and object has a satisfyingly solid look and feel, along with an unprecedented depth of visual detail. Plus everything moves at approximately a million miles an hour and is more than fast enough to induce motion sickness in sensitive types. As if that isn't enough, the cabinet also features rucks of trademark modifications. The sound is delivered through a pair of new 3D sound speakers installed in the head rest of the driver's seat. This blasts the engine noises right into your ears for an awesome dose of believability. Just to make sure you really do think the cabinet has got an engine in it, Sega have also mounted powerful heavy-bass woofers under the seat itself, which lend that hum and throb of a real power engine to the game.

Frankly the only way to make the thing sound any better would be to actually put a working engine in the front of the coin-op. And it's not just your ears that'll be bombarded by an all-new sensory experience. Top of the range Touring Car cabinets also come with Servo Steering as standard. This is an extension of the Rally feedback wheel, which responds to in-game dips, bumps, corners and the like with synthesised resistance. It also means the game handles like a touring car with power steering, which is what it's supposed to be. And, right, as if all this weren't enough, there's also a new flicker lamp system to aid in gear changing (basically it tells you when to shift up or down a gear).

Of course, all of these modifications would mean little were the gameplay not similarly expanded. Well, once again the lads have done good, conceptually speaking. It's surprising that they've found yet another form of car racing to plunder, though. Pretty soon there'll only be flat strip drag racing left, which won't be that interesting. Anyway, this kind of motoring is kind of a cross between OutRun and Daytona. The player controls one of a selection of vehicles based closely on real production cars overhauled for tour racing and drives it against seven opponents. These, sufficient cabinets permitting, can be human- or computer-controlled. Obviously things are the most fun when playing against real people, but the CPU is more than willing to make up the numbers.





Coming into the pits here, you can see a pretty awesome side-on view of your car. In this case, it's the Opel model.

TOURER DUTY

The jalopies in Touring Car Championship are all based upon real-life racing counterparts. The companies responsible for the individual cars have cooperated extensively with Sega to ensure their respective prides and joys are accurately represented in the game. Each car comes in either

A dramatic face-on view of the Opel Touring Car.



This is where you choose your preferred mode of transport.



Even the highscore table looks pretty damn spiffy.



Manual or Automatic flavour and has its own individual characteristics. The choice consists of the Alfa Romeo 155 V6TI, an AMG Mercedes C-Class, Opel Calibra V6 or Toyota Supra. Lord only knows what that means, to be honest. I suppose the big ones will be faster but harder to steer and so on. Although I suppose all the car manufacturers will have been trying to prove that their product is brilliant all-round. Anyway, they're all proper touring cars so it should be highly realistic.

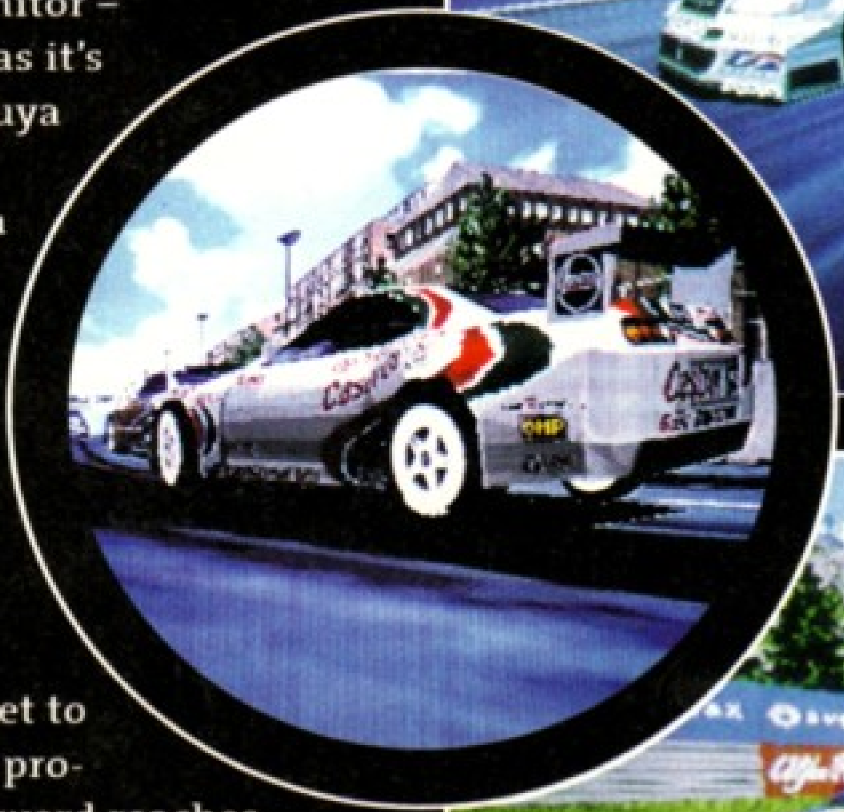
TECHNO TECHNO TECHNO TECHNO!

It's not just the rumbly sound effects which will be treating your ears when you play Sega Touring Rally Car Racing Championship Edition Challenge. There's also a smart theme tune, known under the name of Dead Heat. It's been specially commissioned by Sega from AVEX TRAX. You probably won't have heard of them unless you're a real white-label techno trainspotter, but AVEX TRAX is one of the coolest dance music labels in the Orient right now. A number of other famous Japanese club musicians were invited to arrange, remix and generally fiddle around with the tune until it reached their required level of perfection. Bangin' tunes to the hardcore area, on the one to the Dead Heat posse! Yush!

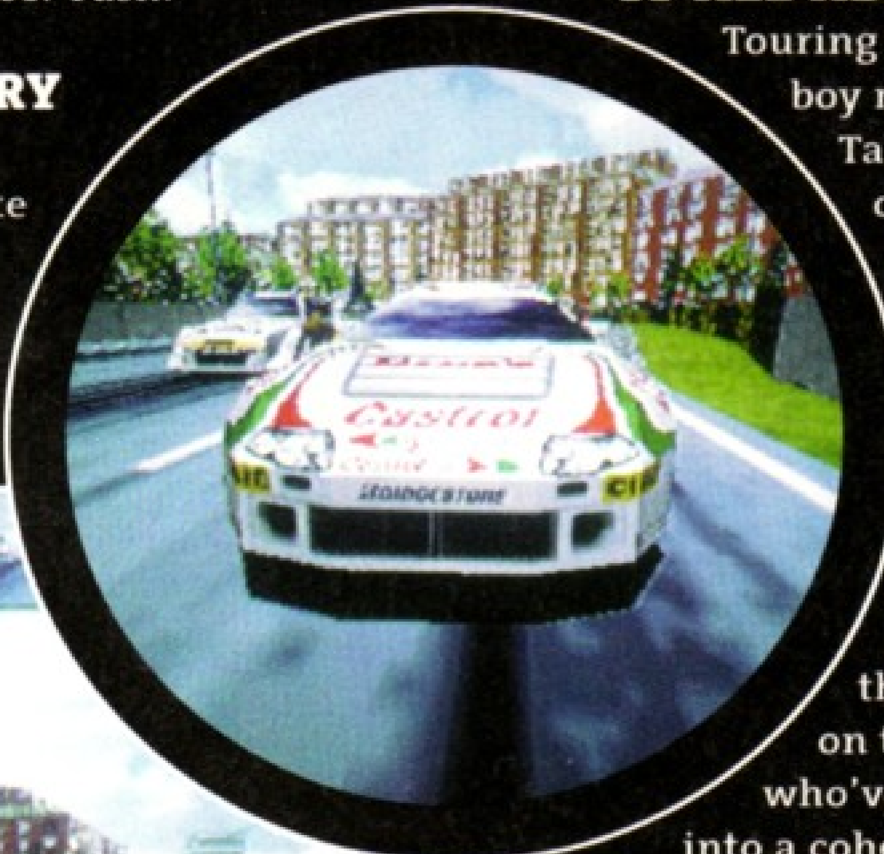
THE SECRET HISTORY OF AM ANNEX

Eeh, those AM types, they like to stay busy. And they breed like atomic-powered hermaphroditic rabbits as well. Hardly a day goes by without another AM Dept attaching itself limpet-like to the hull of the good ship Sega Arcade R&D. Or something along those lines. Anyway, the latest addition to the family,as you have probably guessed by now, is the same one responsible for the slice of beauty you see upon these pages. No, not Rich's reflection in the monitor – Touring Car itself. AM Annex (as it's called) has been set up by Tetsuya Mizuguchi, the genius mastermind behind the amazing Sega Rally Championship coin-op. So trusting are Sega in his abilities as a crack arcade designer they agreed to grant his wish on an AM department of his very own to develop his newest opus. It appears that their trust (and cash) has paid off, as Touring Car looks set to be the best driving game EVER programmed by ANYONE. In fact, word reaches us that BSM are planning to start driving lessons specifically for prospective Touring Car drivers. Oh all right, that's a lie.











SO THIS TOURING CAR – WHAT'S IT ALL ABOUT THEN?

Touring Car racing is the sort of thing boy racers wish they could do. Take an ordinary production car, take all the bits out, put in better ones so it goes at about 300 km/h and unleash it upon a variety of rugged twisty courses. The four big players in the world circuit, as we've previously mentioned, have given Sega loads of help, but the real donkey work has been on the shoulders of AM Annex, who've shaped the raw materials into a cohesive game. Once players kick off the action they have to perform a quick qualifying lap to decide their position on the starting grid in the race proper. This done, it's a matter of thrashing the human or drone drivers with sheer speed. As usual there's a selection of viewpoints to make it easier, harder or more exciting for yourself. Whilst few arcades will be able to afford to massive eight-player links, keep your eyes peeled for the twin Touring Car units which'll be ruling your local house o'coin-ops this winter.

The AM Annex are promising great things with the advent of the Touring Car Championship game... and why not? After all, with key members of the Sega Rally team doing the honours (with head tetsuya Mizuguchi in control of the project), this could be the ultimate sequel to that time-honoured classic! And it would be brilliant on the Saturn too!



Virtua Fighter 3



After what must be one of the biggest build-ups in the history of videogames, Sega's utterly astounding Virtua Fighter 3 has finally hit the UK and SEGA SATURN MAGAZINE was first in line to get a look at the machine and most importantly get a good playtest. So, after our in-depth examination of the backdrops, check out the goods on the characters!

Well, it's finally here. And yes, it is totally remarkable and better than any arcade fighting game ever seen anywhere. Just as we suspected. If you've followed our VF3 coverage over the months, you'll know that Model 3 technology surpasses everything you'd ever seen before. You'll know that the new backgrounds with different levels of height add hugely to the gameplay. You'll know that... well, VF3 is the future!

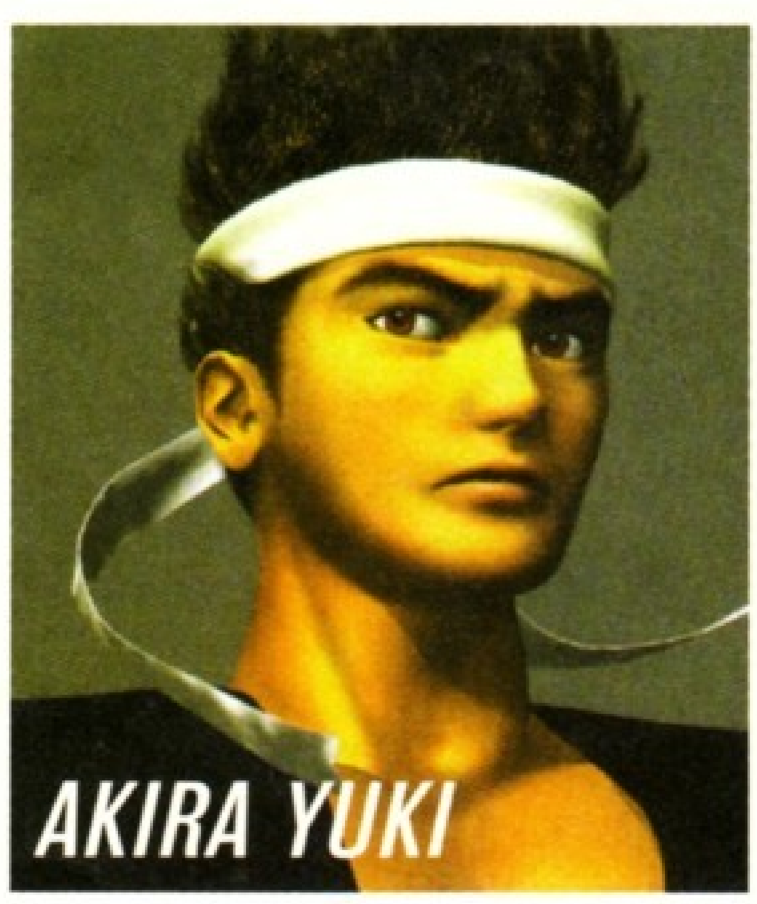
In this last VF3 feature for the time being, we give you the lowdown on the characters in the game, including small moves lists designed to clue you in quickly on some of the new techniques found in VF3 - it's by now means a complete list, but it's enough to get you going and to show you just how AWESOME this game is.





One of Akira's old victory stances.





Little changed in terms of appearance from his Virtua Fighter 2 outing, Akira Yuki remains a powerful combatant with a penchant for surprising his opponent with a huge array of dodges, counters and powerful throws. The much vaunted Stun Palm of Doom is back and remains as highly impressive as ever it was.

Being the evasive, powerful type, Akira makes excellent use of the new escape button and even has a new move using the button. Try ⇦⇨ P+K+E, for instance. Also note that many of his moves, like the famed Power Uppercut can now be strung into combinations, followed up perhaps with a ⇨⇨KK double kick.

CHANCES: Very strong. Akira has always been the main man for Virtua Fighter and now he's even deadlier.

NEW MOVES TO TRY
- ⇦⇨ P+K
- ⇦ P+K
- ⇦⇨ P
- ⬇⇨ P+K
- ⇦ K+G
- ⇨ P
- ⇦⇨ P+K+E



Since the launch of the original Virtua Fighter, all of the AM department's fighting games including Vipers and Last Bronx have used the simple stick plus three buttons routine. For VF3, it's different, with the addition of the dodge/escape button shown above. It's used in some special moves too.



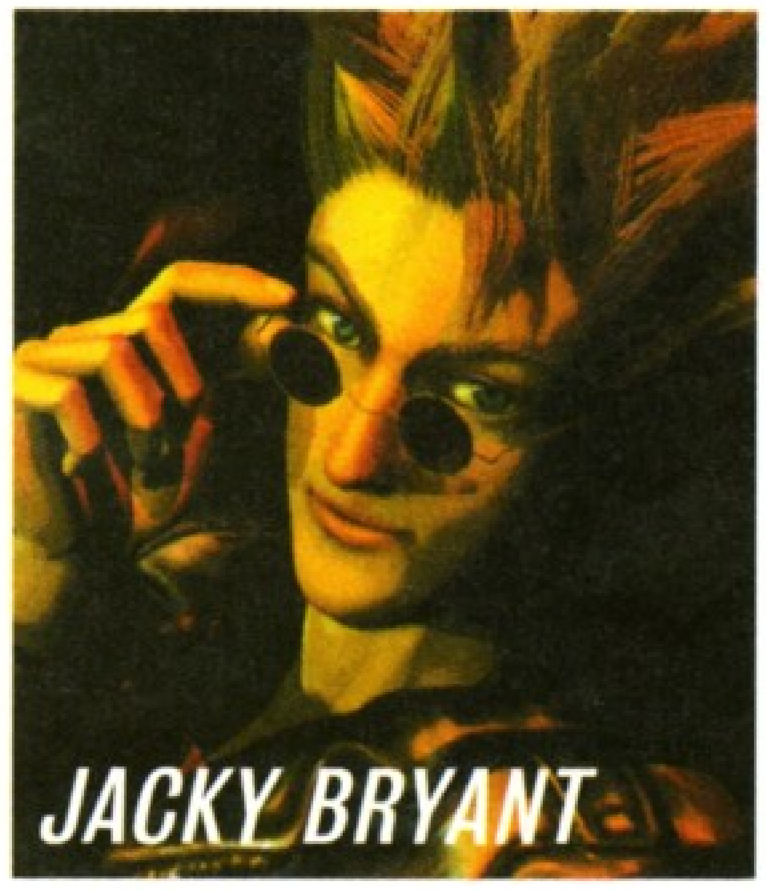




One of Akira's spectacular new moves, executed with the aid of the new escape button.







Jacky looks very cool indeed in Virtua Fighter 3. He's traded in his leather jacket for a more fashionable item, although the distinctive fire symbol remains on the back. This jacket is a lighter fabric which lifts as he spins or if the wind catches it. In terms of new moves, Jacky is far more adept in the kicks department, being able to inflict multiple hits with single strikes. Some new spinning punch combos have also been thrown in too. In all, Jacky remains a very rounded character whose new techniques are bound to make him even more popular. Whether his new techniques are enough to see him through to the final round of the new tournament remains to be seen.

CHANCES: Much the same as VF2. His multi-hit strikes make him more dangerous to people who know how to use him



Jacky is one of the older Virtua Fighter characters that has really benefited from a full-on transformation thanks to the Model 3 technology. In these close-up shots (above), you really need to see the game in action to appreciate the wind whistling through his hair. It's simply amazing and changes dependent on what stage you're on!

NEW MOVES TO TRY
⇧PP ⇨ P
⇧PPPP
PP⇦ PK
⇨PPK
KPK
P+K PK



Shun's drunken master tactics are more refined than in Virtua Fighter 2. Although he retains his ability to surprise his opponent with different levels of attack, he's far less likely to fall over needlessly and sit around waiting to get hit.



Shun pounces on a prone Taka Arashi (in his new gear) in this confrontation.



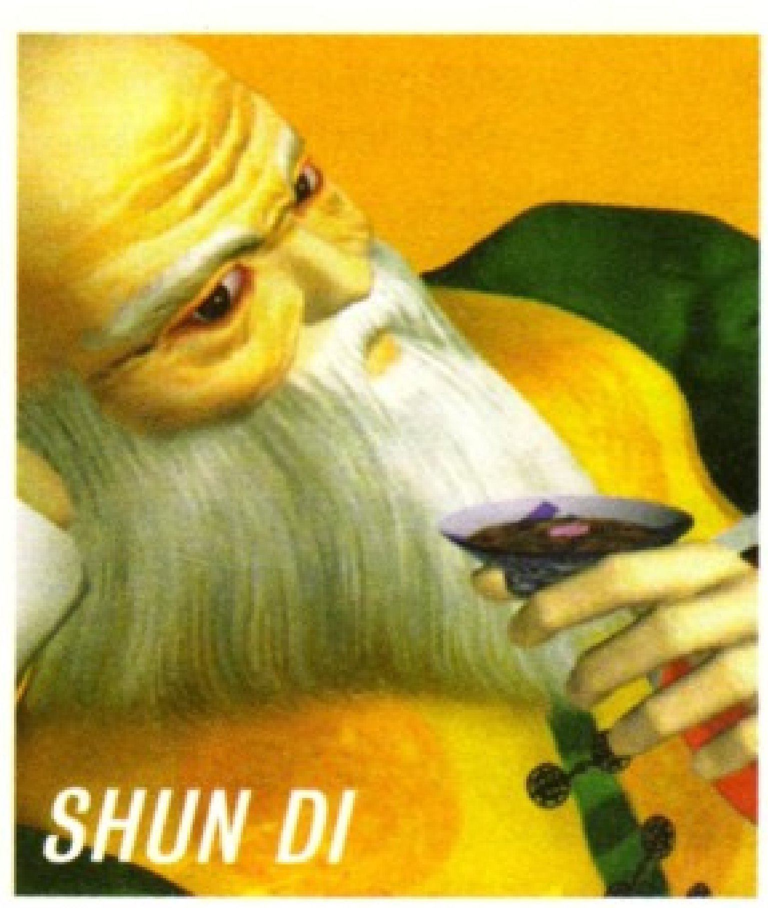








One of Shun's low-level attacks. This one is quite cool - it can be activated at range and hits at a level difficult to guard.



The first thing you noticed about VF2's Shun was his drunken lurching attacks. For VF3, he retains alcohol as the basis for his fighting spirit, but in the year since the last VF tournament he has learned to control it still further. That basically means that he keeps the unpredictability and multi-level striking opportunities from VF2, but is far more of a refined character. Also in VF2, when he messed up an attack he was so open for a counter-strike it was almost painful playing him. No more. New moves include some stunning throws and a bit more versatility in the combo department. Look out for an amazing new throw activated whilst Shun is standing on his hands. He leaps across the screen, catching and twisting his foe with his feet!

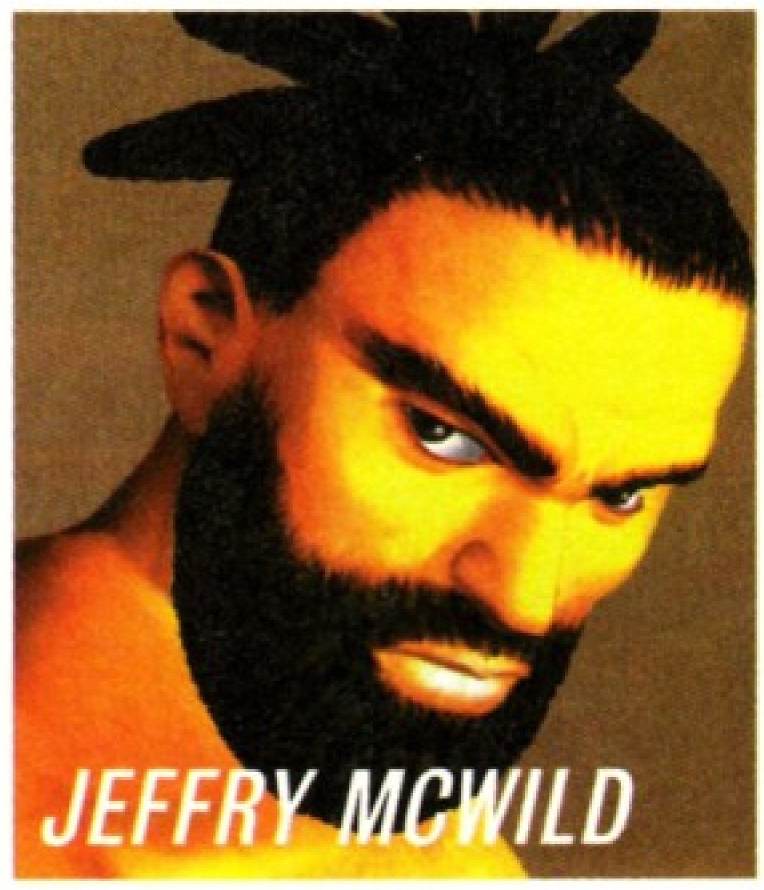
CHANCES: Shun's extra control is not at the expense of his unpredictability. He remains more of an irritation for potential opponents as opposed to a real contender.

Shun has a spectacular throw activated whilst standing on his hands (top). He also has a brilliant new multiple drunken slapping attack (middle) and his winning pose (bottom).

NEW MOVES TO TRY
KKP
⇦⇧P
P+K
⇨ (PPP) K
⇨ (PPP) K
KK
⇨ K+E
KK⇩P
⇧P+G (throw)



Jeffry's most powerful attack (and indeed one of the most fearsome moves ever) is back in VF3. The backbreaker is a simple throw from behind which inflicts hideous damage!





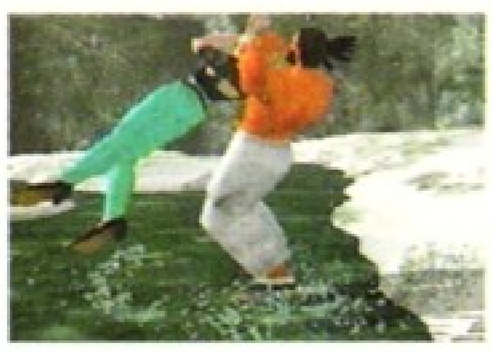
Jeffry wins! (above) Lion's about to enter a watery grave. (below)





Lion on the wrong end of a devastating throw.







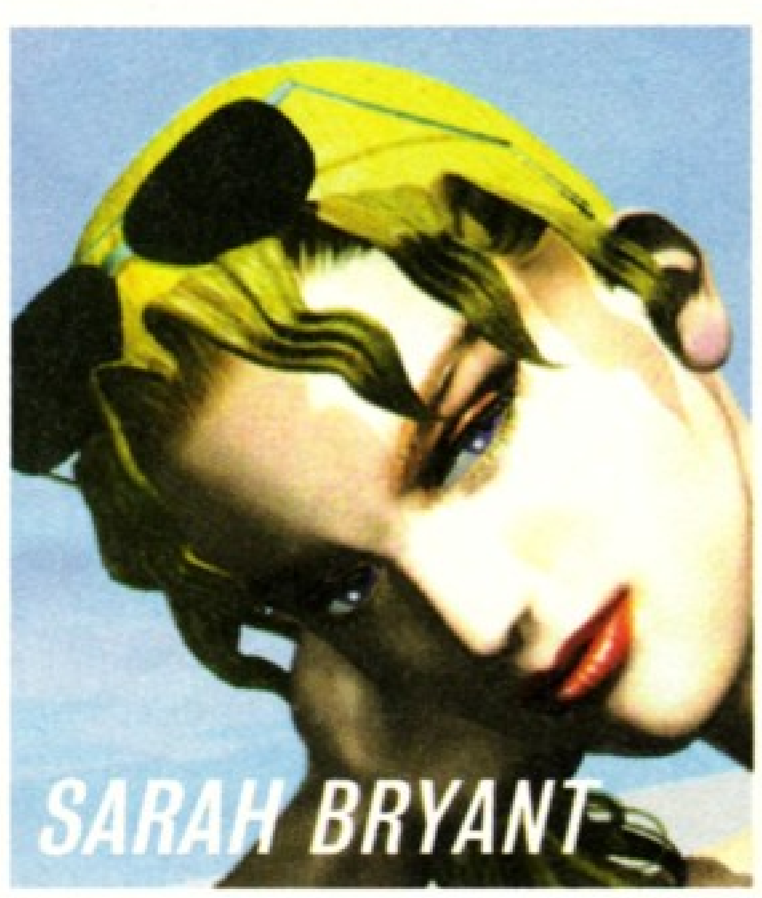


The difference between Jeffry in VF1 and its sequel was very noticeable indeed. There's not really that much of a quantum leap in the transition from VF2 to this latest chapter in the saga. Most of Jeffry's innovations are in the basic attacks, with only a small smattering of new throws to get to grips with.
Like Wolf, the new escape button gives him plenty of opportunity to finally strike back at the combo-based characters who have been his ruin in previous VF epics. One false moves from his opponents followed by a Jeffry escape gives him plenty of potential to inflict massive damage. In fact, manoeuvring behind his opponent and performing a back breaker is that much simpler in VF3. Another example of how the new escape move benefits the gameplay no end. Make no bones about it, Virtua Fighter 3 is absolutely brilliant, okay?

CHANCES: Fair to middling. In terms of prowess, Jeffry remains much as he was in VF2... just more powerful with an even larger range of speciality throws.

NEW MOVES TO TRY
⇩ P+K
⇦⬁ PP
PP⇦ P
⇦⇨ P
⬁PPP
⇨⇦P
⇦ KP
⇨ P+K
⬁⬁ P
KKP
⇩ K+G
⇨⇦ P+G (throw)
⇩ P+G (throw)

NEW MOVES TO TRY
KK
⇨ P ⬉ P
⬀ K
⇦ K+G
⇩ P+K K
⬂ K+G
⇧ or ⬃ K
⇨ P b K
⬁ K+G
⬇ KK
⬃ P
⇦ P+G (throw)





Taken down by Pai, the other fast, combo-based female in the Virtua Fighter series.





Manoeuvring behind Pai, Sarah executes a simple P+G throw.



"Better run home to Momma now!"



Driven utterly mad by the J3 Syndicate's brainwashing, Sarah Bryant is finally on the road to recovery thanks to assistance from brother Jacky. In terms of appearance, Sarah has opted for two new costumes. The first is a black, cleavage revealing top with lycra trousers and high-heels. The second is a hot pants/crop-top combo. The J3 Syndicate's brainwashing has obviously moved on a stage since VF2 since Sarah now sports a rather fetching Southern Belle American accent!
In terms of moves, Sarah has been kitted out with plenty more kicks and new PK variants - as if she doesn't have enough already! What is perhaps more intriguing is her apparent mastery of the escape/dodge button. With her speed she seems to have taken to the new system like a duck to water, making her even more powerful!

CHANCES: Sarah seems to have adapted most to the new escape routine. Coupled with her speed and aggression, she stands a very good chance indeed.

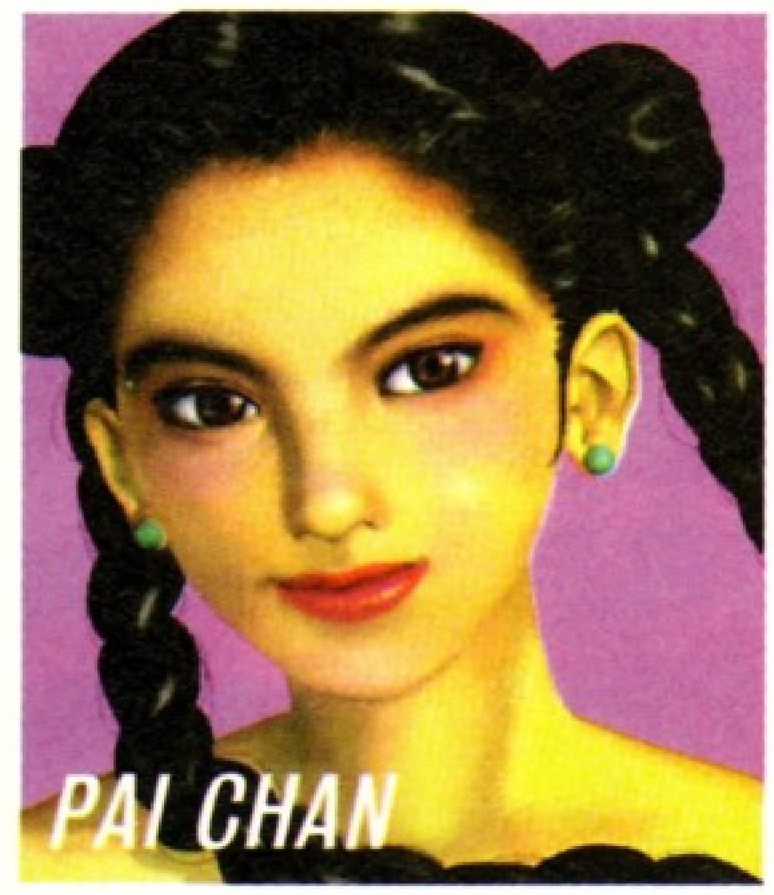




NEW MOVES TO TRY
⇦ K+G
⇨⇨ P+K
⇨ K+G
⇦ P
⬇ ⇨ P
⬁ PP ⇨ P
⬁ PPK
KK
⬀ K+G
⬇ KK
⬁ P+G (throw)
⬇ ⇨ P+G (throw)
P+G (throw from behind)
⇨ P+G (throw)









In her new, intricate Chinese costume, Pai looks ten times better than ever she did in Virtua Fighter 2 with the lighting on the stages really bringing out the graphics well. She's lovely as far as videogame characters who don't really exist go.

So what's the deal with Pai in the combat arena? She remains probably the fastest fighter in the game, attacking with lightning speed and devastating combination attacks. The new game really boosts Pai's combo facilities, adding a huge range of different linkable attacks to her already strong arsenal. Her speed makes her good at dodging with the escape button and retaliating with a combo.

CHANCES: Fairly strong. However, Pai is very strong in the area of combos... which is what the escape button is good at avoiding...

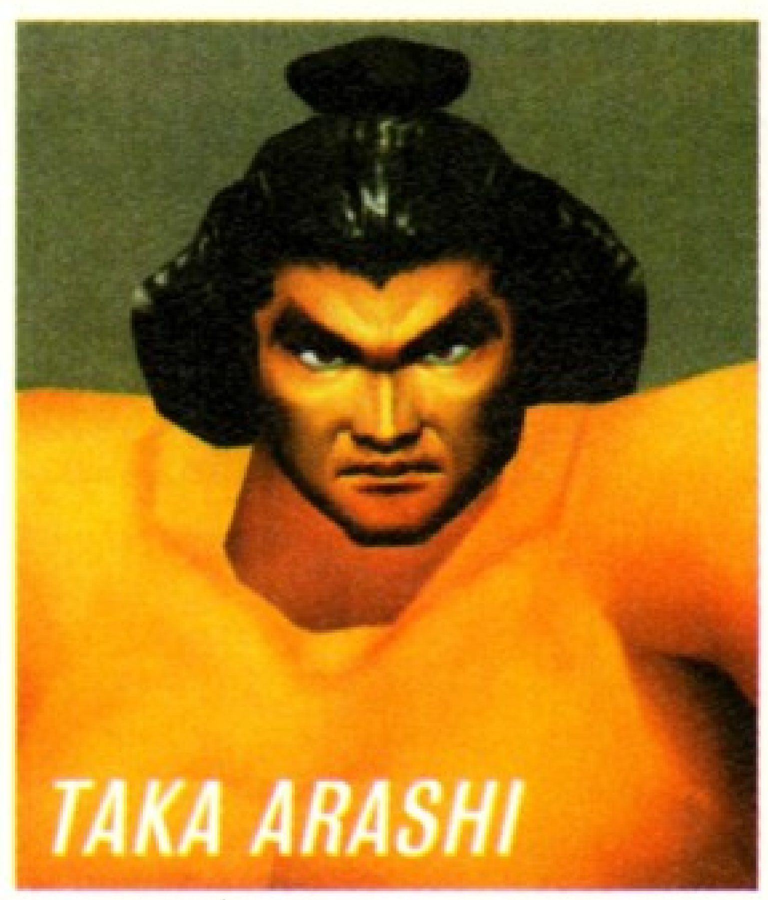


Taka uses sheer power to overwhelm his opponents in real style. This contemptuous stamp puts paid to Jacky Bryant (above).

PRELIMINARY MOVES LIST
BASIC MOVES
PPPPPP
⇨⇨ PP
⬉ P+K
⇨⇨ P
P+K
⇨ P
⬁⬁ P
⇦⇨ P
⬁ P
⬁ P+K
⇦ P+K
⇦ P
⬀ P+K
⬇⇨ P
⬇ ⇦⇨ P
⇨ PP
⇨ K
⇦ K
⬇ P+K

THROWS
⇨⇨ P+G
P+G
P+G (from behind)
⇨ P+G
⬁ P+G
⬀ P+G
⬇ ⇦ P+G
⬁ P+K+G (on crouching opponent)





Sporting either the basic sumo jock strap or full-on ceremonial outfit, Taka Arashi dominates the arena thanks to his bloody huge build. His hugeness is reflected in his fighting style. Just like a real sumo he uses his muscles to literally wrestle his way through his opponents, power-housing his way through all opposition. Taka Arashi is similar in style to Street Fighter's Zangief. He's very large, but slower than the Pais and Sarahs of the game, but once he has a hold of you, you can't fail to be impressed by his sheer power. The best example of this power has to be when he gets his foes into a wrestling grapple - he can literally through any one around as if they're nothing more than a rag doll!

CHANCES: Not immediately as adaptable and powerful as Aoi. Taka's full potential will only become clear after expert gamers have got to grips with him.



As well as the trademark Sumo stamp (also shown on this page), Taka can also thump his opponents as they lie helplessly on the ground. Taka Arashi also delights in smacking his foes repeatedly against the walls in Virtua Fighter 3! (below) Just a couple of some of his amazing techniques!







Aoi's countering skills enable her to reverse any attack thrown at her in spectacular style. In this regard she's just as versatile as Akira, but more damaging by far.



PRELIMINARY MOVES LIST

BASIC MOVES

⇨⇨ P+K
⇦⇦ P+K
PPP
⬆P
⇨⇨ P
⇧P
⇧P+K
⇨P
⇨P
⇨ KK
PPK
⇨ K
KK
PPPK
⇩ K+G
PPP d K

THROWS

P+G
P+G (from behind)
⇦ P+G
⇗ P+G
⬇⇨ P+G
⇩ P+K+G (on crouching foe)

COUNTERS

Aoi counters almost exclusively by using a direction in conjunction with P+K. Try ⇦ P+K or ⇨ P+K to start with.





One of Aoi's excellent countering reversal moves (above), followed up with a bone-breaking wrench.



Kage's mid-kick is effectively reversed by Aoi here. And yes, she does break his leg after doing this. Ooh.







The tail end of Aoi's splendid PPPK combination attack shown above.



Aoi specialises in a very aggressive form of aikido. Although primarily this martial art is based around defense, Aoi's capabilities are boosted by a range of floating strikes as well as rudimentary combination potential. However, her best aspect is undoubtedly in her ability to counter absolutely any attack thrown at her, by using P+K button presses in combination with different joystick directions dependant on where the attack is coming from. Not only does she deck the opponent with her counter, she immediately follows up with a very painful extra hit or two, which usually takes the form of a torturous limb breakage. Dressed in traditional aikido costumes, you might think that Aoi's movements would be limited by her dress - not so. She remains absurdly fast and lethal as a consequence. Just like Lion and Shun before her in VF2, Aoi is totally different in style and execution to the other VF masters.

CHANCES: Aoi's combination of speed, counters and combinations could make her just as lethal a force as Akira Yuki. A potential champion.









The Giant Swing is back and as brilliant as ever!

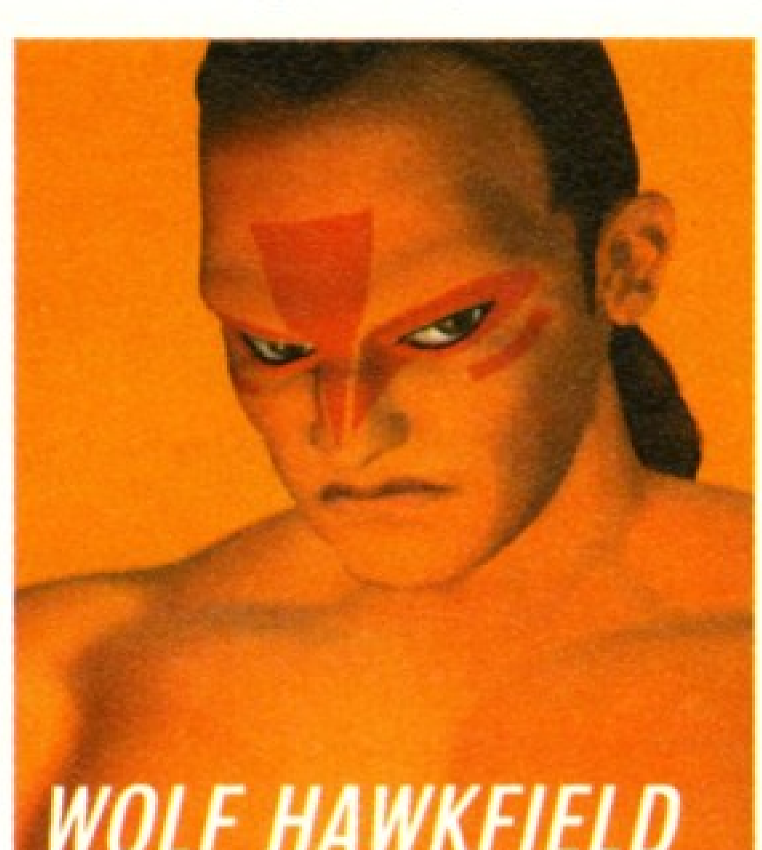
The big wrestler from Canada is back and he's looking good. Bigger, and more powerful than ever before, he seems somewhat confused with his national identity this time - hence the appearance of a stetson and all-out wild west gear! So what's the deal with Wolf?
Basically, he remains much as you would expect him - he's still not that much of a floating combo fighter, relying instead on wrong-footing his opposition and getting in a throw. To this end, the new escape button is ideal for him, allowing him to dodge around the combo-orientated characters like Sarah and Lau, giving him plenty of time to perform a power-throw. Adding to this advantage is the huge range of new throws that Wolf has at his disposal, including an even more painful version of the signature Giant Swing move!

CHANCES: Good. Always the under-rated character in Virtua Fighter 2, Wolf is even more versatile than ever before with even more opportunity to unleash super-damaging throws.

NEW MOVES TO TRY

⇧P+K
KK
⇨ P+K
⇩P
⇨ PP
⇦⇨ P+K
⇨ P+G (throw)
⇨⇨ P+G (throw)
⇨⇧⇩⇗⇦ P+G (throw)
P+G (throw from behind)
⇨ P+G (throw from behind)

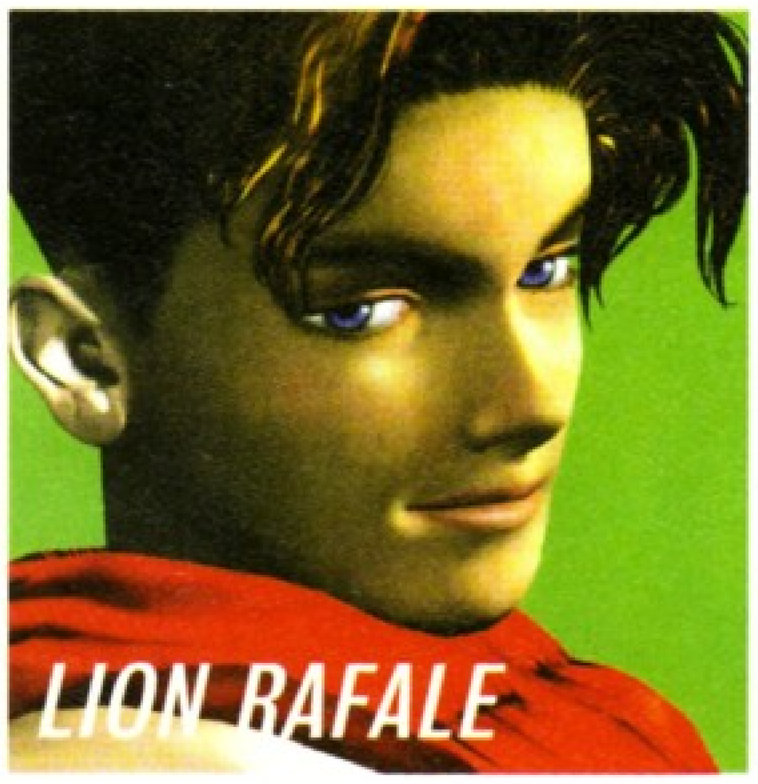
Wolf has always specialised in throws and as you can see from the moves list above he has plenty of new techniques in this regard.









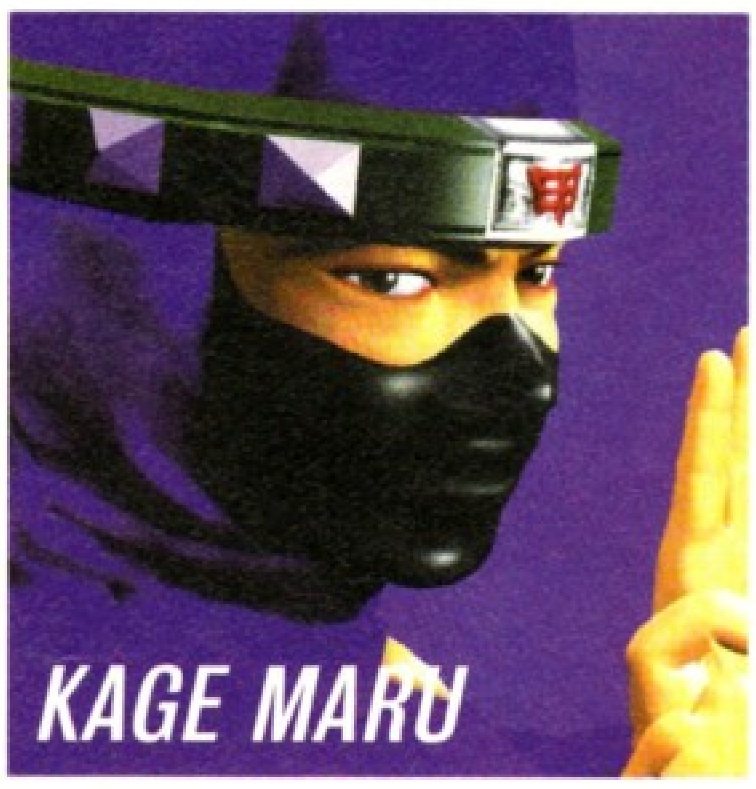


The cool frenchman returns to the Virtua Fighter arena, faster, meaner and leaner than ever before. Lion excelled in VF2 thanks to the lightning speed and unpredictability of his attacks. In VF3, he's even more effective in this regard, and he's been armed with some incredible throws, including one where he jumps on his opponent's head and uses their neck as a spring-board! Lion was always a character with a most distinctive style - this time he's stronger whilst retaining his speed, making him a most powerful combatant indeed. Strength does remain something of an issue considering that everybody else is more powerful too, and Lion's reliance on his unpredictability needs to be bolstered with more new moves than have currently been revealed. His propensity for floating attacks also seems improved, but he's still a bit of a question mark. Still, fans of Lion from VF2 should be well satisfied.

CHANCES: Something of a wild card. His propensity to attack at multiple heights gets added significance on the uneven ground of VF3's stages.

NEW MOVES TO TRY
⇨ PP
KK
⇨⇨ KK
⇦ PPK
⇦⬁ P
PP ⇩ P
⬁ P+G (throw)
⇨ P+G (throw)





The mysterious ninja from the previous VF epics is back and now he has evidence that his mother is the basis for the J6 Syndicate's "Dural" robot. That being the case, he's even more determined to find out the whole truth. Two distinctive looks are available for Kage players - the blue ninja suit we all know and love, plus a new "casual" look with a different mask and ninja-at-large threads. Kage remains the most devious of the Virtua Fighters and his new moves have been designed to wrong-foot his opponents even more than his additional techniques in VF2. Some of his new throws are absolutely incredible, including some bloody brilliant mid-air interceptions! Kage was runner-up to Akira in VF2 - does he have the power to be victorious in this contest? Is Kage truly the most powerful of all ninja?

CHANCES: A worthy opponent, Kage was dynamic in VF2 and even more powerful now. A potential champion if you're willing to persevere and learn to make full use of his ninja cunning.



New moves and old. A repeated smack to the face (above) represents the former. The Ten Foot Toss (below), the latter.



NEW MOVES TO TRY
⇩ P+K
⇦ P
⬁ K+G
⬉ P
⬁ P+K
⬃ K+G
⇦ PK
PP ⇦ PK
⇨ P+G (throw)
⬃ P+G (throw)
⇧ P+G (throw)





This throw can be followed by with a combo.

NEW MOVES TO TRY
⇦⬀⇩⬁⇨ K+G
⇦⇨⇨ P
⬁ P+K
⇦⇦ K+G
⇩ KK
KK
⬇ KK
⇦⇦ P
⇦⇦ PK+G
⇨ P+G (throw)
⬁⬁ P+G (throw)







The winner of the first Virtua Fighter competition is smarting after defeat at the hands of Akira in the second VF tournament and has sworn revenge against Akira and his daughter Pai. To this end he has harnessed the power of the combination strike to new levels. Rather than improving the variety of his combos, he has dedicated himself to mastering new forms of floating attack and then following up.

Whether this will be totally successful remains to be seen, as the escape button can effectively compromise the long and drawn out combos that Lau excels at.

In terms of appearance, Lau retains the traditional Chinese look, although superior Model 3 technology means more intricate design and more realistic "floatey" bits on his costume.

CHANCES: Fair. Lau is still the master of combination attacks second to none, but is this enough when the escape button's express purpose is for dodging combos?

OUT NOW

Fighting Vipers

BY	SEGA
PRICE	£49.99
RATING	94%



No two ways about it - Fighting Vipers is a classic. Like Virtua Fighter 2, this AM2 combat extravaganza has got it all. Where it departs from its predecessor is in the game style. While VF2 impressed with the level of realism in the combat moves, Fighting Vipers takes a more fantastical approach with an eclectic mix of character styles and some outrageous combat moves.

It also moves at a faster pace than VF2, and this combined with the more interactive backgrounds (characters being thrown through the walls or having their slick polygon heads bashed against the ring bars) makes for a game with more immediate appeal than VF2, even if it loses out a little in terms of depth. Another new feature in Fighting Vipers is the introduction of armour. As a players' armour is gradually depleted, their appearance changes, and it gives a player the option of choosing to play with more strategy rather than simply brute force. Add to this the fact that Fighting Vipers is virtually indistinguishable from the coin-op and what you've got is a legend in the making, as well as a deserved game of the month.

GAME OF THE MONTH — SEGA SATURN MAGAZINE









Sega Worldwide Soccer '97

BY	SEGA
PRICE	£44.99
RATING	94%



Football games have been improving all the time on the Saturn. As programmers utilise the greater potential of 32 bit technology, we've seen the graphics and animation becoming ultra-realistic. What hasn't necessarily improved on a par with the game cosmetics is the playability of a title.

The arrival of Sega Worldwide Soccer '97 however, heralds a new standard in playability. The reasons for this are essentially to do with the logic which incorporates not only football's beauty but its unpredictability as well. Just like their real-life counterparts, players can make errors, and the game adjusts accordingly with exciting goal-mouth scrambles or sudden attacks on the break. As well as the usual plethora of moves available to players, SWS '97 also includes some of the lesser known techniques like the 'Waddle' shimmy or dummy on the instep. This all goes to make it the most comprehensive footy sim to date and a must for fans of the genre.



It's coming home, it's coming home...



...it's gone to Germany, it's gone to Germany.





BY	SEGA
PRICE	£44.99
RATING	68%

DESTRUCTION DERBY

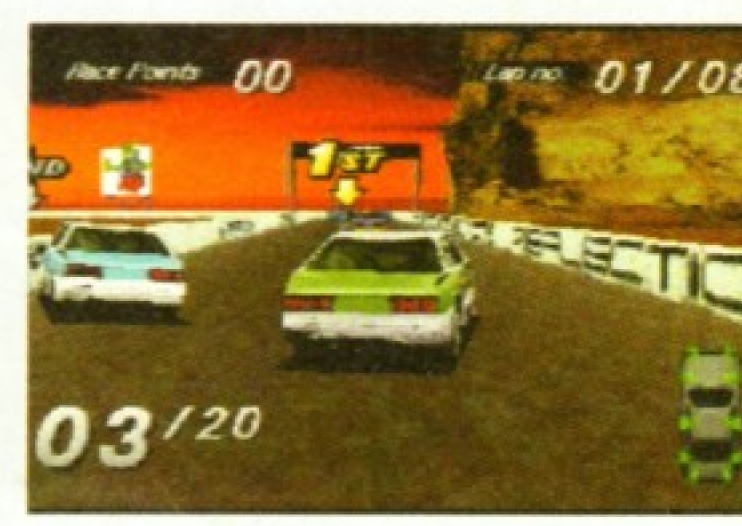
When Destruction Derby finally turned up, a bad feeling told us this was going to be a bit naff. Maybe it was the fact that all the hype accompanying the PlayStation version had long since died out. Maybe it was the relatively uninspired conversion of WipEout, Psygnosis' other big driving title. Or maybe it was the fact that Sega seemed a little reluctant to release the game at all.

As it turned out our fears were confirmed and what you get with Destruction Derby is a mediocre game in the extreme. The graphics are hugely disappointing, especially the smoke effects which verge on the comic. All of the gloss and shine has been lost, leaving only the gameplay which isn't particularly diverse anyway. No doubt the game will still find a niche in the market and to its credit some fun can be gleamed simply from colliding with other cars. As soon as this novelty wears off though, Destruction Derby's destined for the scrap heap.







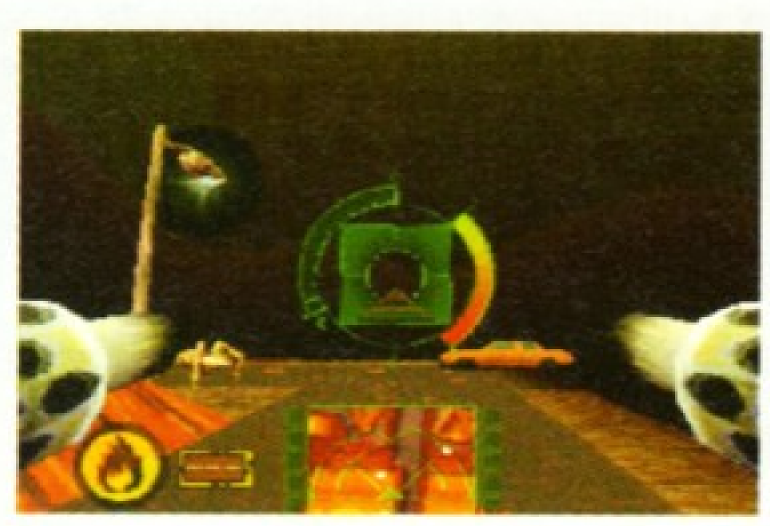


BY	CORE
PRICE	£44.99
RATING	87%

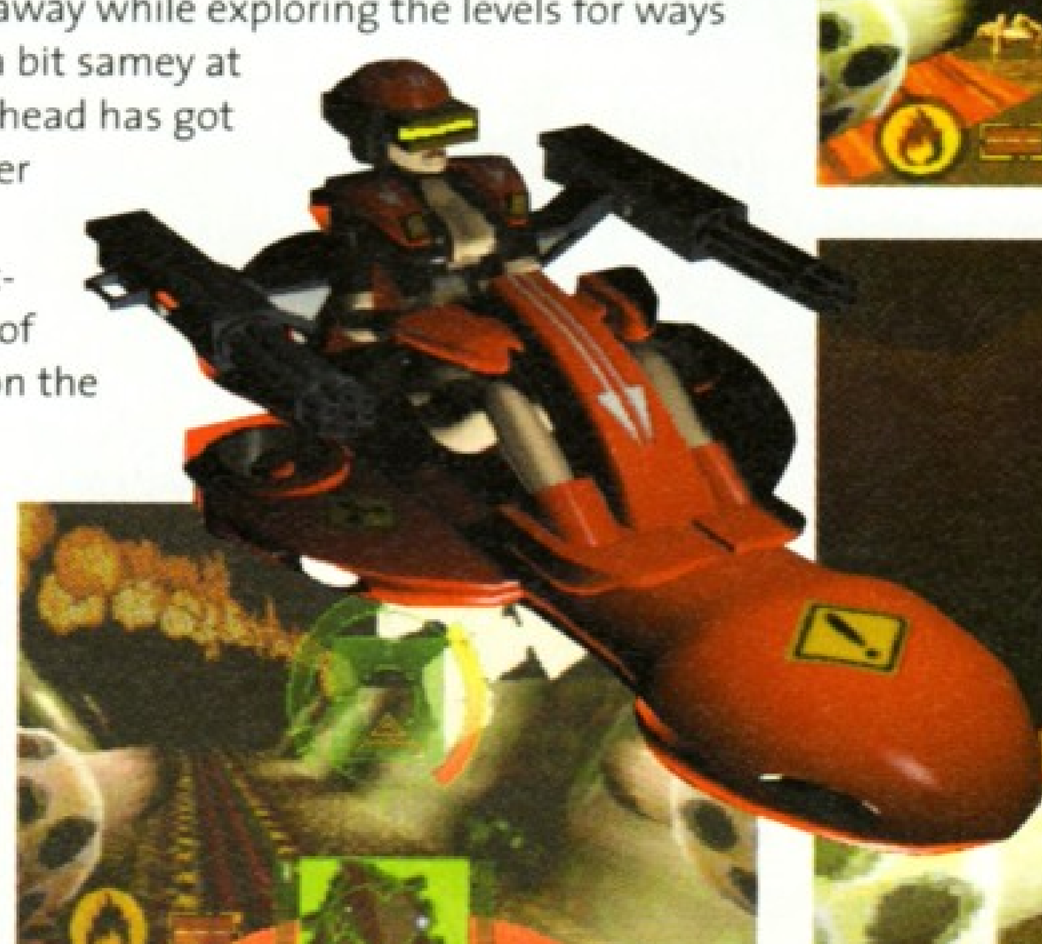
BLAM! MACHINEHEAD

Core have been turning on the style a bit of late, what with the excellent Tomb Raider and now Blam! Machinehead. While the later lacks some of the diversity of Tomb Raider, it nevertheless provides some first-class action from a first-person perspective.

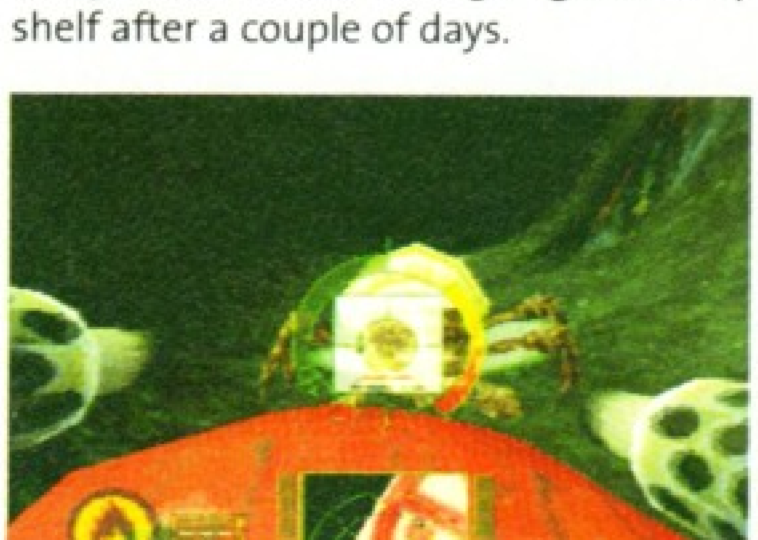
The plot revolves around the usual alien/mad scientist dichotomy and the gameplay is all about blasting such types away while exploring the levels for ways to get to new levels. Admittedly this gets a bit samey at times but played in bursts, Blam! Machinehead has got enough in it to provide Johnny Gamesplayer with the requisite thrills. The graphics are excellent with some impressive light sourcing and detailed sprites, and the difficulty of the game means it's not going to end up on the shelf after a couple of days.











OUT NOW

HIGHWAY 2000

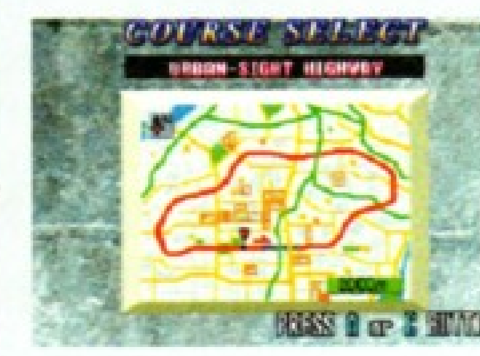
BY	JVC
PRICE	£39.99
RATING	60%

If ever there was a dubious concept then this is it, suggesting the more seedy image of gamesplayers as social cripples living out a self-imposed exile in their bedrooms, their only comfort being some pixelated babe staring out of the VDU. You see, Highway 2000 is a racing game featuring scantily clad females as navigators.

Rather than concerning themselves with the various curves and contours of the road, they concentrate on either praising or damning your masculinity depending on how well you're driving. As for the driving itself, it's far too dull and predictable to maintain your interest for long. The tracks lack variety and all look very similar, and the cars handle more or less identically, making it a very uninspiring game to play. Make no mistake, Sega Rally this isn't.

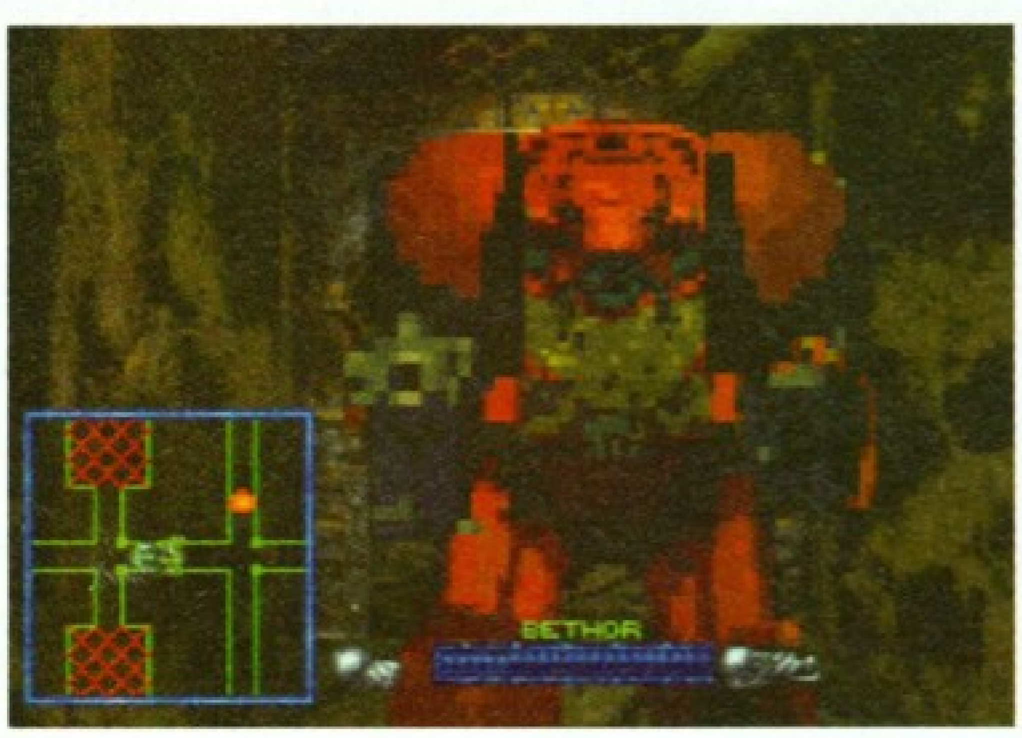






Space Hulk

BY	EA
PRICE	£44.99
RATING	90%









It's official; alien lifeforms exist. And because they have a fondness for neat whole numbers they'll be turning up in the year 2000. And they'll all be destroyed immediately because they are, after all, amoeba. But while the reality is hardly all that thrilling, the Saturn continues to see some pretty wild imaginations at work. This time it's Space Hulk, a mutant that resembles a giant piece of pork gristle and is pretty irate with it.

From a first-person perspective, it's your job to hunt down such aesthetic abominations and, with the help of a team of commandos, wipe the blighters out. Space Hulk manages to distinguish itself from the likes of Alien Trilogy and Exhumed by involving a good deal more strategy. It might seem a little overly complex at first, but it soon becomes a really challenging and exciting blast-fest.

BUBBLE BOBBLE PACK

BY	ACCLAIM
PRICE	£29.99
RATING	92%

Delving into the past in search of classic 'ye olde' games has become a bit of a habit on 32 bit consoles. Acclaim have snapped up another Taito classic – well two classics in fact, in the shape of Bubble Bobble and Rainbow Islands. Now while these might look like naff old games, they are in fact brilliant. Bubble Bobble is an addictive mixture of platform and strategy, your bubble blowing dinosaurs, Bub and Bob, waddling about the platforms in search of enemy sprites and myriad power-ups.

This in itself wouldn't merit the cost of the game but with two versions of the underrated Rainbow Islands in there as well, it most definitely is. Rainbow Islands again mixes the platform action with strategy, but also includes loads of secret rooms and hidden techniques. The cynical among you might resent the release of further retro titles, but with Bubble Bobble Pack, while the graphics might hark back to an earlier age, the gameplay is as refreshingly original as ever. The addictive gameplay means that it's a practically inexhaustible title, and there aren't a great many modern games you could say that about so there. And it's only thirty quid which means it won't burn a proverbial hole in your pocket.







The legendary Bub and Bob are back and they're as addictive as ever. Excellent in both one and two-player, this is a winner for sure.

CD FILMS/MUSIC



To play any of these titles, you'll need a **video cd card**, costing £170. See your retailer for more details.

COMPACT disc DIGITAL VIDEO — COMPACT disc DIGITAL AUDIO GRAPHICS

BLUE STEEL

BY PHILIPS | PRICE £15.99 | RATING ★★★

Few people know this but Blue Steel is actually produced by Oliver 'Conspiracy' Stone, and directed by Kathryn Bigelow, she of Point Break fame. You know, the one with Patrick Swayze and corny lines like "100% pure adrenaline". But don't let that put you off. Starring Jamie Lee Curtis as a rookie cop on the tail of a madmen, who, it turns out, happens to be tailing her, this contains all the twists and turns of a classic thriller. It was actually on TV about a month ago which means this release is a bit poorly timed, but fans of cop thrillers – or the decidedly buxomJamie Less Curtis for that matter – will find something to get excited about.



YOUNG GUNS

BY PHILIPS | PRICE £15.99 | RATING ★★

This made quite a splash when it came out, largely due to the cast which featured just about all of Hollywood's Brat Packers, as well as the excellent Terence Stamp and Jack Palance. However, while such a cast succeeded in pulling in the punters, it wasn't enough to save the script which is both banal and predictable. It centres around Billy the Kid and his band of 'Regulators' who are hired as deputies to rid a town of its bad element. After each character has had their own little moment, the film ends with Billy and pals in a climactic shoot out, going down in a blaze of glory and ushering in an even more pointless sequel. Sad.



THE PRINCESS BRIDE

BY PHILIPS | PRICE £15.99 | RATING ★★★★★

Directed by Rob Reiner (Spinal Tap, When Harry Met Sally), The Princess Bride blends the romance of fairy tales with comedy that is in turns sharp and slapstick. There are plenty of quirky cameos in the film, like Billy Crystal as a troll who brings people back from the dead, and Mel Smith in the role of a simpleton torturer. The main characters are similarly bizarre and there's lots of great moments like the duel between the two heroes,the poisoning scene and Mendosa's revenge for his fathers' death. It also bears out repeated viewings making it a far more worthwhile purchase. And because it is after all a fairytale, it's also got a happy ending!



QUEEN CHAMPIONS OF THE WORLD

BY EMI | PRICE £15.99 | RATING ★

Ok, so Queen fans would give it an unquestionable five stars, but we here at Saturn Mag retain a semblance of taste. It's a strange thing that Queen fans (and there are a rather disturbing amount of them out there) are the kind of music enthusiasts that insist on buying all of the special edition releases, the T-shirts, the books, the videos and now this, a rock retrospective that looks back on the good old days when Freddy Mercury was still breathing. It trundles predictably through live footage and interviews, blending the sychophantic and the sentimental to make a rock cocktail most of us would wretch on.



ALSO OUT NOW

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Introducing...



The best-looking adventure ever? Could be...

GRANDIA

This month we have a decent feature on Dark Savior, the new RPG from Climax - the creators of Megadrive Landstalker. Well, in Japan, gamers are already gearing themselves up for the next great Saturn adventure title. Its name? Grandia.

This new game is being developed by Game Arts - one of Japan's most respected names. These are the guys behind the acclaimed Silpheed on Mega-CD and of course the recently released Gun Griffon (rated at 88% in issue #9). Grandia, however, looks like being one of the most spectacular looking RPGs to date.

So what's so great about it eh? Well, Game Arts are renowned for their technical expertise, with a huge understanding of the workings and applications of 3D. Unlike Dark Savior, this isn't just an action RPG - a huge range of options are available concerning interactivity with objects and people. So, whilst you can rotate the landscape around like Climax's classic, Game Arts have also worked on making the surroundings very real. Also, unlike Dark Savior, all of the objects are real-time 3D textured polygons - not just scaled sprites.

Still not convinced about the brilliance of Grandia - even with these brilliant screenshots? Well, get this: Game Arts have enlisted the aid of one of Japan's foremost computer graphic rendering artists to produce the visuals along with a member of the world-renowned Skywalker Sound (owner: one George Lucas) to come up with the audio side of things.

We'll be following the progress of Grandia over the coming months - can it match up to the expected brilliance of Squaresoft's forthcoming PlayStation RPG, Final Fantasy VII? Only time, and indeed us, can tell.





One of Japan's foremost CG artists is responsible for Grandia's amazing looks. Feast your eyes!





Grandia has been a project a long time in the making. Despite the fact that we have only just heard of it, the game was originally conceived as a Mega-CD product!

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NEXT MONTH...

In a word: AWESOME! We'll be checking out: Daytona Championship Circuit Edition - Reviewed! Crime Wave! Full on interviews with the creators of Virtual On and the new 3D Street Fighter EX coin-op! More incredible stuff with Doom, Scorcher and Amok! And yet more stuff! Oh yes. By the way, how does the idea of a brilliant Virtua Cop 2 review sound?
SEGA SATURN MAGAZINE, December Issue, Number 14, Out 14 November. Price £2.75.



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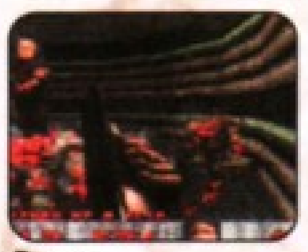

Syndicate Wars due Oct


Soviet Strike due November


Fighting Vipers due Nov


Vampire Hunter due Oct


Street Racer due Nov


Doom due November


Virtua Cop 2 due December


Duke Nukem 3D due December

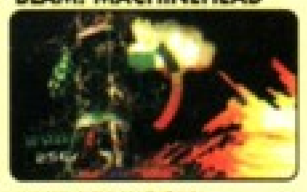
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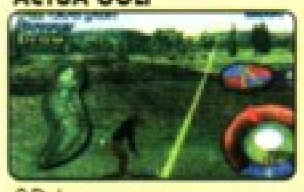
FOLLOWING IS A LIST OF PROVISIONAL RELEASE DATES FOR FORTHCOMING RELEASES. PLEASE REMEMBER THESE ARE INTENDED AS A GUIDE ONLY AND WE CANNOT BE HELD RESPONSIBLE FOR ANY CHANGES OR DELAYS.

Actua Golf	mid October
Crime Wars	end October
Dawn of Darkness	end October
Doom	November
Dragonheart: Fire & Steel	end October
Earthworm Jim 2	6th November
Fade to Black	October
FIFA '97	November
Fighting Vipers	November
Hexen	end October
Impact Racing	November
NHL Powerplay	end November
Night Warriors	mid/end October
Offensive	mid October
PGA Tour Golf '97	1st November
Pinball Graffiti	October
Project Overkill	January
Soviet Strike	November
Streetfighter Alpha 2	6th November
Street Racer	end October
Syndicate Wars	4th October
Tomb Raider	November
Tunnel B1	end October
Viper	October
Virtua Cop 2	December
X2	22nd November

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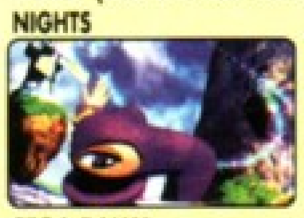
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VIRTUA FIGHTER KIDZ


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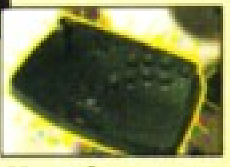
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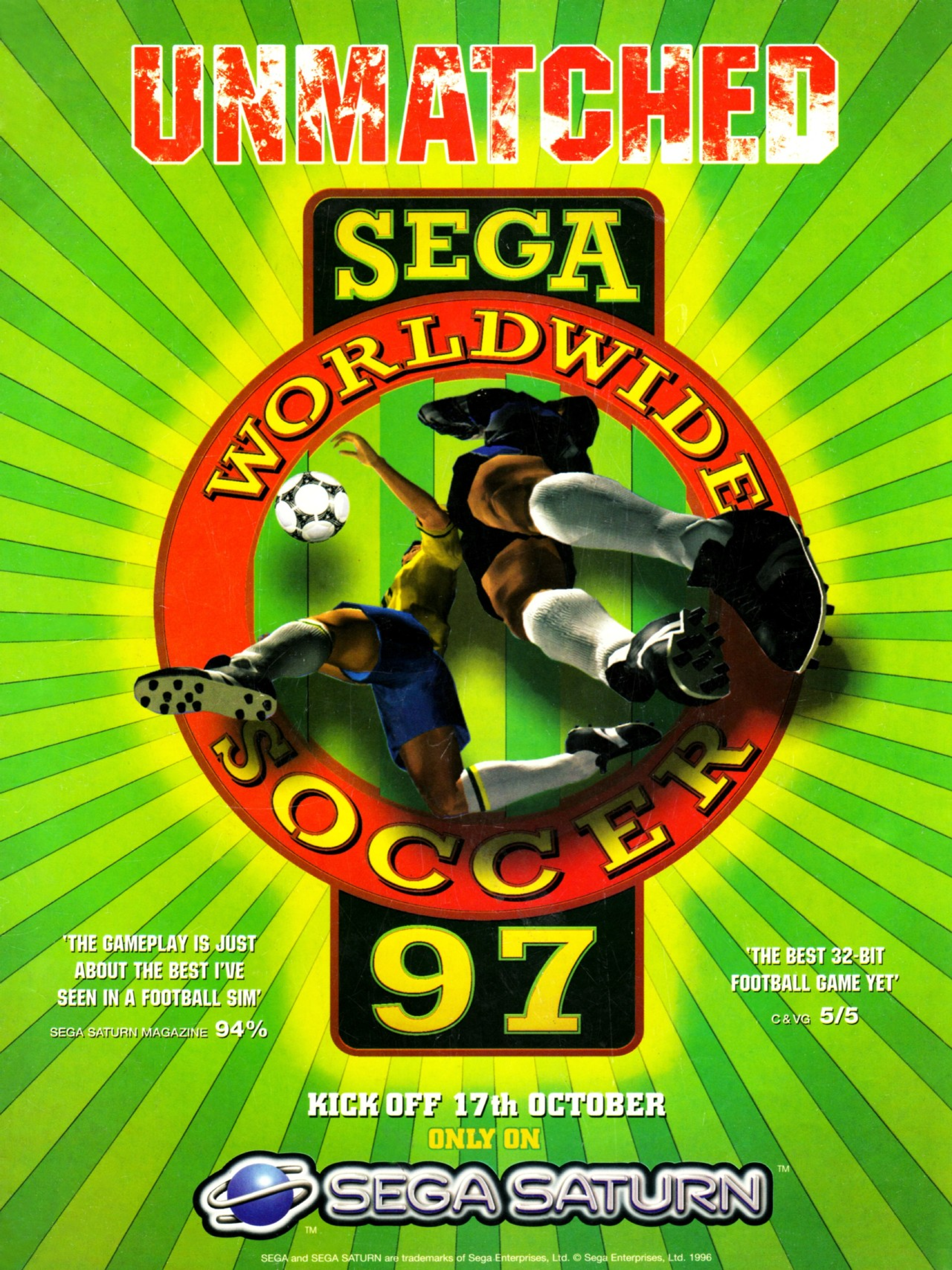
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